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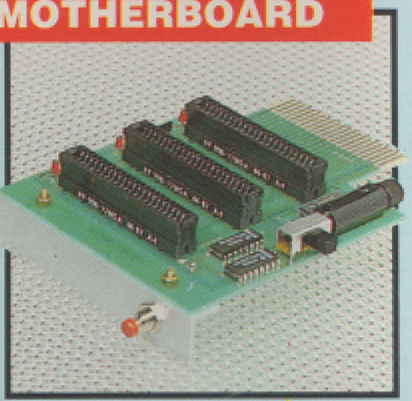


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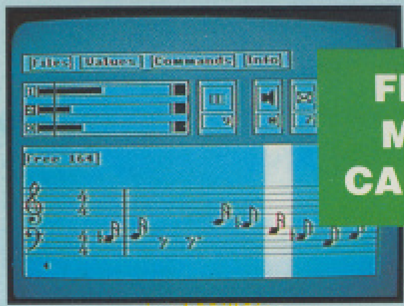
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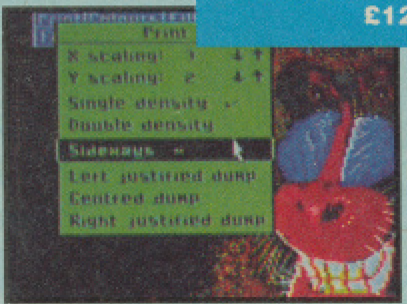


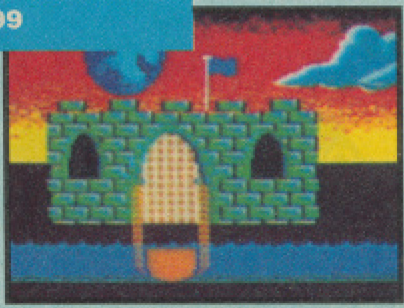
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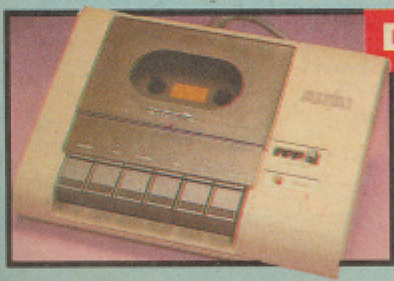
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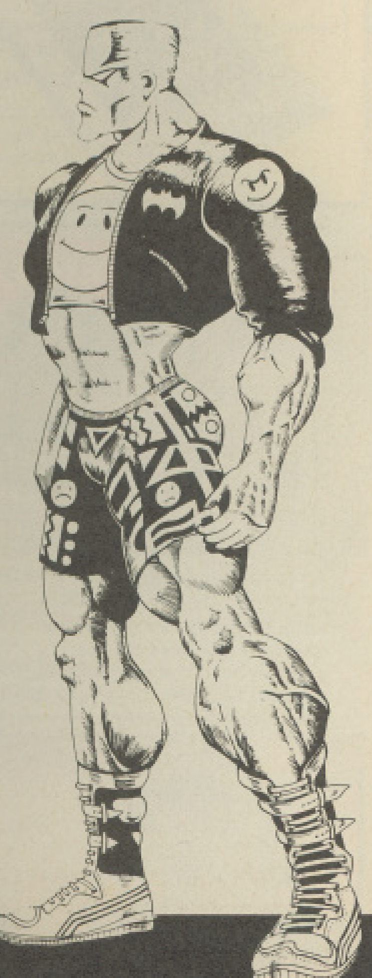
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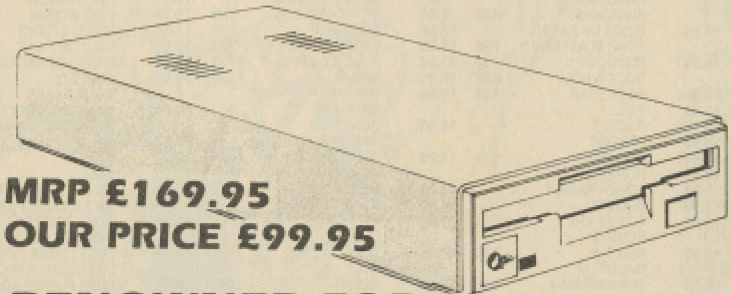
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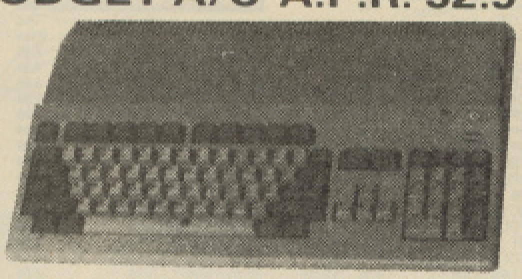
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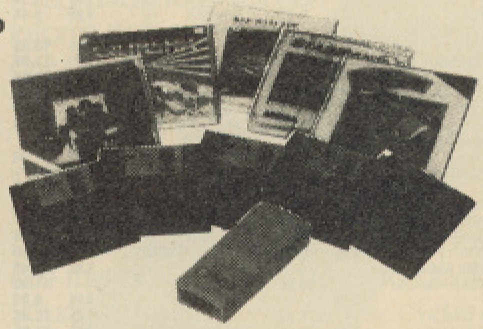
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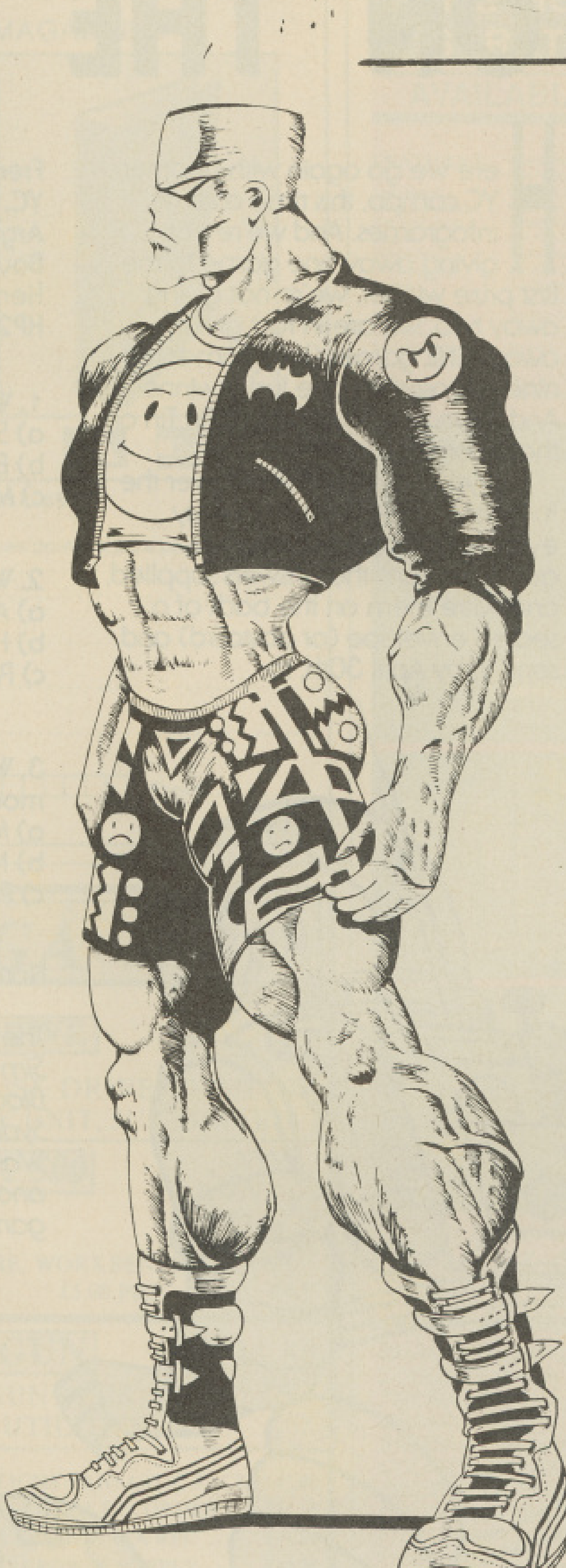
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Cover designed by Ron Cunnington.

But first this!



YC C64-C128 FUN★1

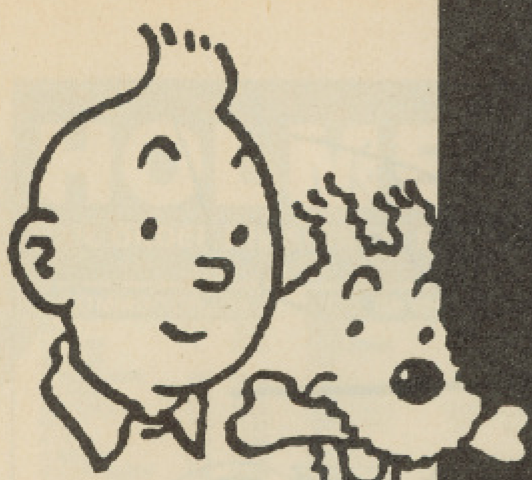
When the going gets tough, the tough get even tougher. And due to inflation rates, rising costs, sproggets, flanges, and the price of Oranges in South America, many magazines are to find the coming few months very tough indeed (some may even wilt and drop by the wayside). YC, though, is so utter fab, wicked, and certainly tough enough to give you what you want.

Although games are now coming out few and far between, we still supply you this month with the first EXCLUSIVE review of Space Harrier II on the C64, and that can't be bad, as well as several other stiffy reviews to keep you going.

Also, it has been brought to my attention that a certain 'Pretender to the Crown' has recently slated this wonderful magazine (I always get affronted when someone takes one at MY organ) and stated that their pile of poo is the 'only C64 games mag available'. Go on dear reader, inform them that they are wrong, if only for the sake of my deflated ego.

Another small change this is the inclusion of a cassette inlay (one for each of the last four YC tapes), so now the only thing we don't supply are the boxes, you'll have to do that yourself. And, oh yes, a few of the designs have got even WACKIER (how could this be), well, we are the FUN magazine!

Yours until Ashley's coffee gets any better...
Rik Henderson



TINTIN ON THE MOON

LE FRENCH CONNECTION

Here we go again with another YC compo, this time care of infogrames. And we're not giving away one game to the first prize winner, we're not giving away two, we are in fact giving away NINE games (Infogrames last nine releases) to one lucky winner. And there are 10 copies of Tin Tin on the Moon for runners-up.

All you have to do is answer the following three SIMPLE (so easy even Adrian could do them) questions from the answers supplied, and write them on the back of a sealed envelope (or postcard) and send it, by April 30th, to:

French Letters Compo,
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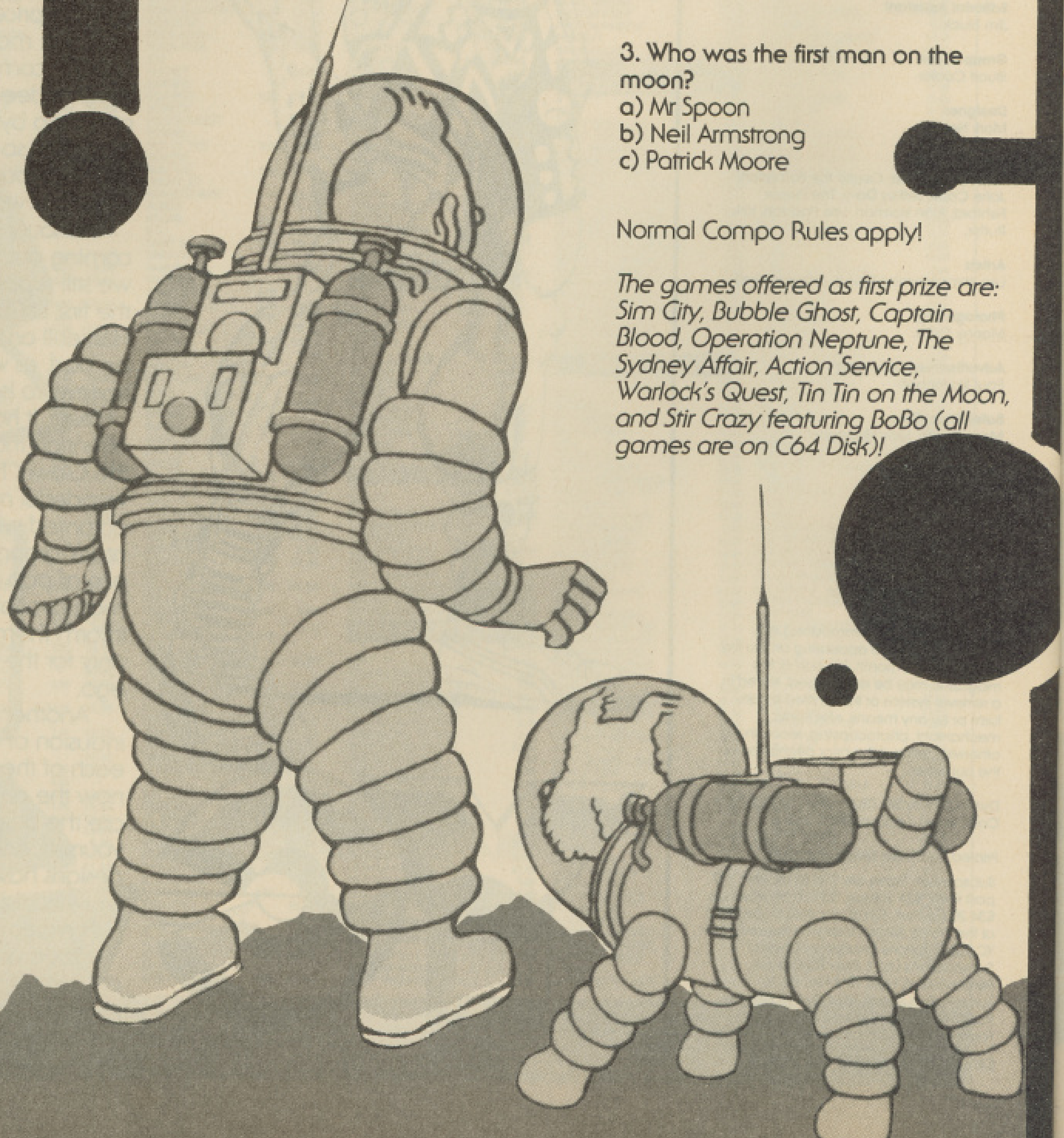
1. What is the name of Tin Tin's dog?
a) Snowy
b) Eric
c) Mustapha

2. Who invented Tin Tin?
a) Alfred the Baker
b) Herge
c) Rik Henderson

3. Who was the first man on the moon?
a) Mr Spoon
b) Neil Armstrong
c) Patrick Moore

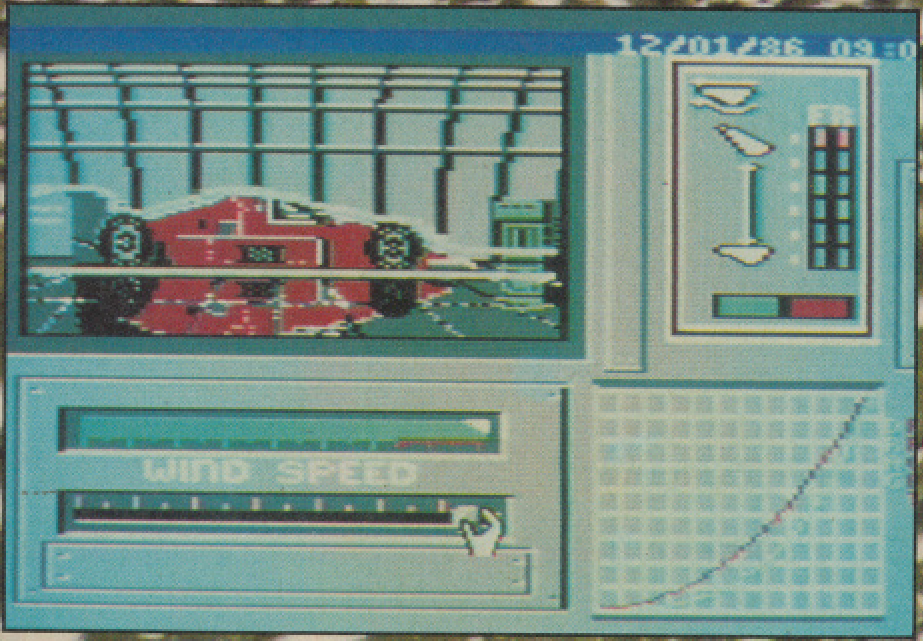
Normal Compo Rules apply!

The games offered as first prize are: Sim City, Bubble Ghost, Captain Blood, Operation Neptune, The Sydney Affair, Action Service, Warlock's Quest, Tin Tin on the Moon, and Stir Crazy featuring BoBo (all games are on C64 Disk)!



DATA

with Rik!



▲ Funky ferrari formula one!

◄ SCRATCH AND SNIFF

Just when you thought that Electronic Arts had abandoned the old faithful, Ferrari Formula One pops up. Not only that but it promises to be the biggest, bestest versions of all!

It features loads of goddies and links off-road strategy with the pure thrill and excitement of driving a Ferrari. Everything that you can think of is included, like 16 different tracks, a comprehensive workshop feature, and many other competitors that come at your bottom. (I would say Ooer, but that's so 80s).

It costs £9.99 for the Cassette version and £14.99 on Disk.





▲ COMPO ENTRIES GALORE – Rik cops it on the head when Ashley gives him a compo shower!



▲ THE FLANGE – footballing superstar and Classified hero, what next for the lad? Cub Scout United? Bromley Under 11s? Or even Sutton Utd?

THE INCREDIBLY FUNKY SPEAKEASY CHART TOP 30 COMICS

1. Legends of the Dark Knight 3 (DC)
2. Marshall Law Takes Manhatten (Epic)
3. Viz 39 (John Brown Publishing)
4. Arkham Asylum (DC/ Titan)
5. X-Men 258 (Marvel)
6. Gotham by Gaslight (DC)
7. Hellblazer 25 (DC)
8. 2000AD 656 (Fleetway)
9. Excalibur 19 (Marvel)
10. Detective Comics 611 (DC)
11. Justice League Europe 10 (DC)
12. X-Factor 50 (Marvel)
13. Excalibur Special Edition 2 (Marvel)
14. Aliens Vol 2 No 1 (Dark Horse)
15. Predator 3 (Dark Horse)
16. Hellraiser Book 1 (Titan)
17. Punisher War Journal 14 (Marvel)
18. Sandman 14 (DC)
19. Spiderman 320 (Marvel)
20. The Bogie Man 1 (Fat Man Press)
21. Avengers West Coast 54 (Marvel)
22. Wolverine 20 (Marvel)
23. Punisher 30 (Marvel)
24. Sandman 12 (DC)
25. Legends of the Dark Knight 1 (DC)
26. Justice League America 35 (DC)
27. 2000AD 657 (Fleetway)
28. Tapping the Vein 2 (Eclipse/Titan)
29. Swamp Thing 91 (DC)
30. 2000AD 658 (Fleetway)

Chart supplied by SPEAKEASY – the Organ of the Comics World, from information supplied by comic shops nationwide.

It is rumoured that Super League Manager, the latest attempt by Audiogenic to grab the World Cup market, has tenuous links with much-publicised footy manager Lou Macari. This is surely unfortunate in the fact that Lou has recently been involved in one of the largest football scandles this decade.

Apparently he has offered technical advice towards the game design in an attempt to increase its accuracy. One wonders though, as the results of the asccusations launched at the West Ham Utd boss are yet to be resolved (at time of going to press), what action will be taken by Augiogenic — a company not known to hold its tongue over such matters.

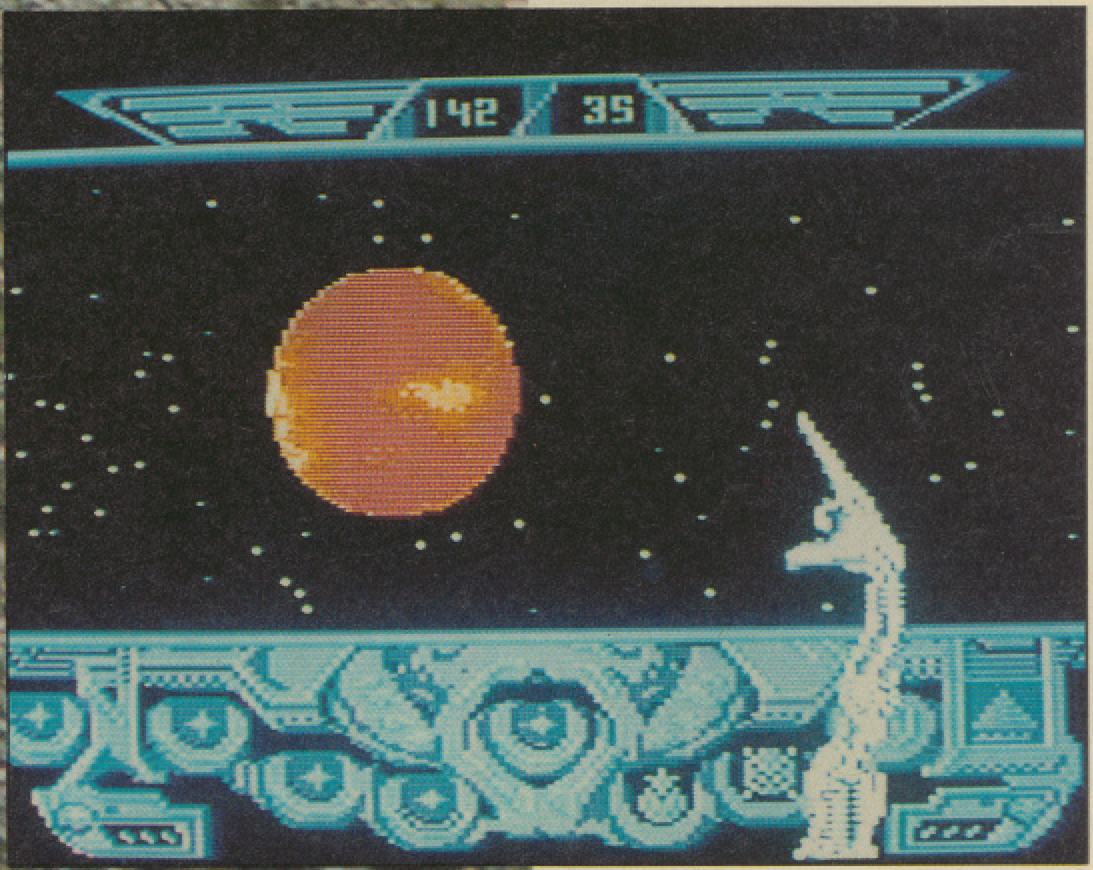
When quizzed about the affair, PR and Marketing Executive Beverly Gardner replied "Audiogenic Software totally denies the fact that in Super League manager you can place bets on the outcome of the match."

Beyond all this though, the game looks graphically superb and has the unique feature of allowing anyone owning Emlyn Hughes International Soccer to interlink both games.

With or without Lou Macari's name attached it should prove a cut above other games with similar names, you can bet on that!



▲ **LOU MACARI? Let's put a tenner on it!**



▲ **CAPTAIN BLOOD – Now being released for about the price of 7 tins of spam!**



Who's the grumpy one?

SCRATCH AND SNIFF ▶

DATA



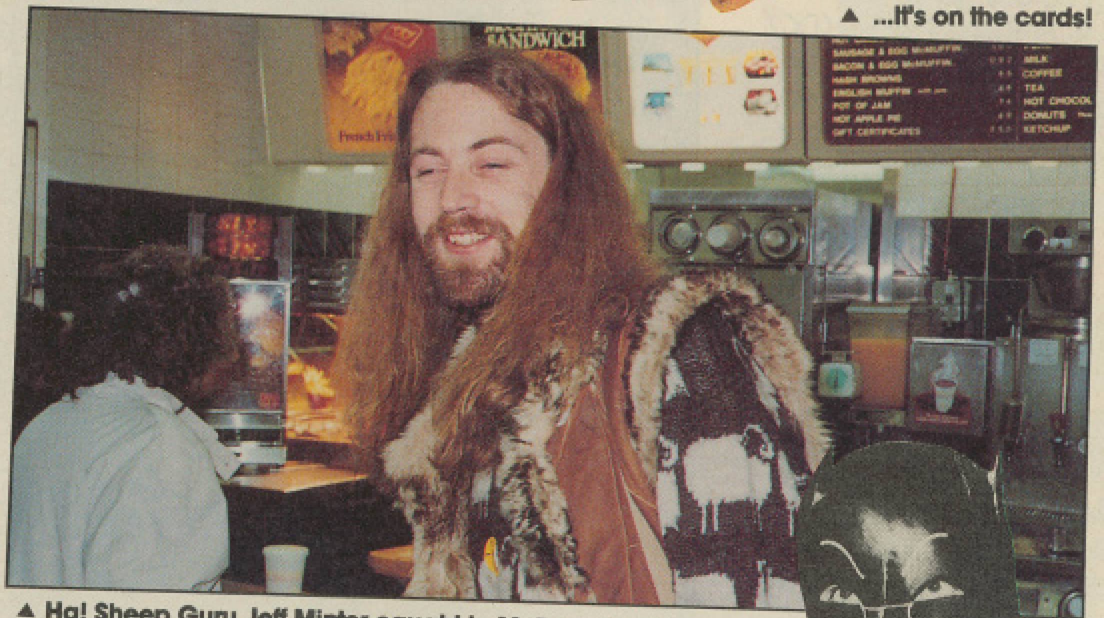
▲ ARKHAM ASYLUM – Soon to be a computer game?

▲ ...It's on the cards!



▲ CASTLE MASTER – Well I'll be stoned!

SCRATCH AND ▶ SNIFF



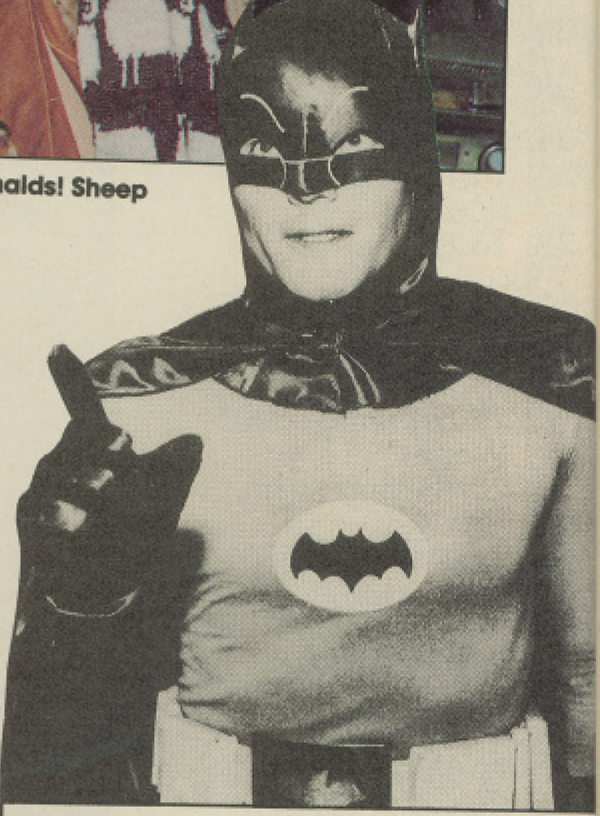
▲ Ha! Sheep Guru Jeff Minter caught in McDonalds! Sheep everywhere, start to moum!

THE COMPUTER INDUSTRY KARMA SUTRA



No. 6 – It hums, it throbs and it buzzes, but does it fit? Nadia Singh is about to find out!





▼ SPOT THE DIFFERENCE ▶

▲ We reckon Rik looks like Adam West – if you look like someone send in your photies now!

Those busy little bods at Activision, despite recently losing Amanda Barry, have been working double extra overtime. Two games are coming our way pretty soon, and they both sound crispy hot pooplie stuff.

Hammerfist is based in the future – seldom are games based in the past – when men are really Cybernauts, women are real Cybernauts and Cybernauts are pretty much like real men and women. Other than acting really funky, exciting and utterly def (what?), you must punch, kick, maim and kiss (the Glasgow Kiss, that is!) your way through many mutated beings for very little reason indeed.

Sonic Boom needs little introduction as a) it is vertically scrolling shooty, b) is based on the Sega coin-op of the same name and, c) because it features little more than average action. Should be a good blast anyway.

They'll both cost around the £9.99 mark for the Cassette and £14.99 for the Disk versions.

PROGRAMS GALORE

Commodore Disk User is a monthly magazine tailored specifically for C64 and C128 Disk Users. At £2.75 per month it offers the best in all round value for money. Not only do you get an informative and lively magazine, you also get a free disk with each issue. You can purchase your copy on the third Friday of each month.

The following programs are featured on the April issue disk:

Bar Prompts/Hi Lite Bars – Two handy input routines

Demos in Basic – You don't need M/C for impressive demos

Characters to Sprites - Transform your UDG characters to sprites

Font Factory - Complimentary program Characters to Sprites

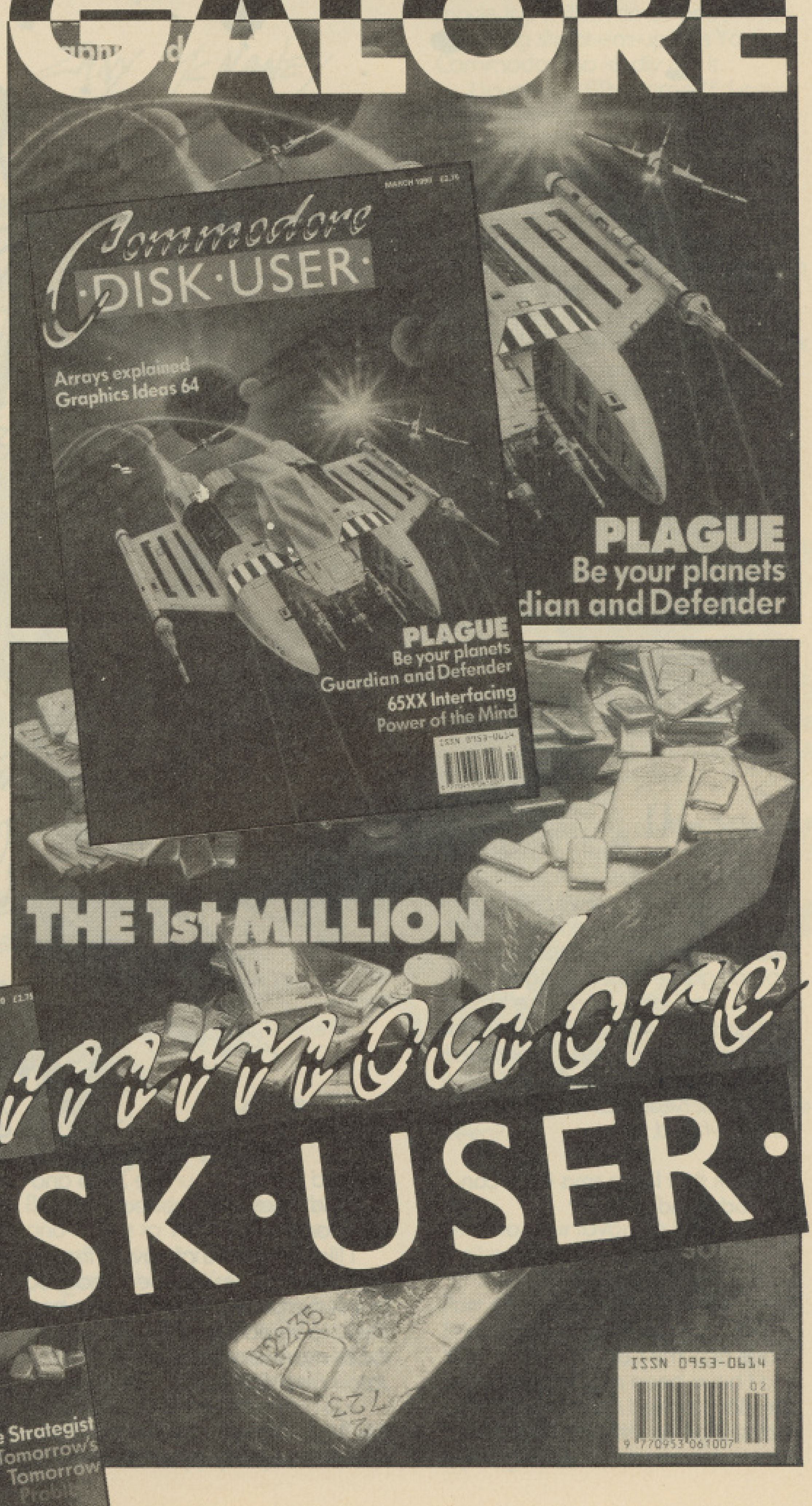
3D Text Machine - An impressive visual display

Screen Enhancer - Another utility for creating impressive looking screens

Spreadsheet 64 - Our first spreadsheet making use of the WEOS environment

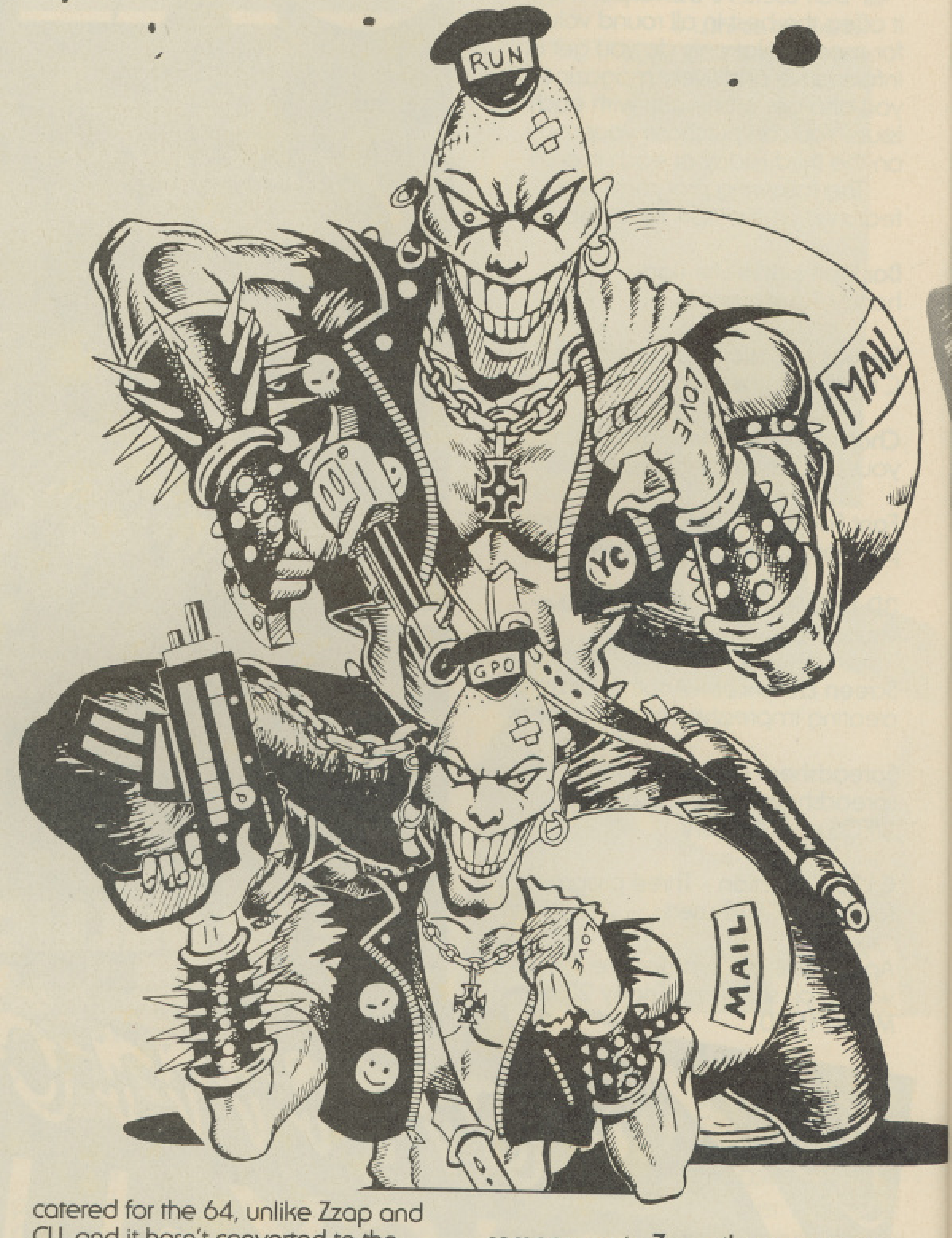
C128 Collection - Three programs for all the C128 users.

April's issue of *Commodore Disk User* will be on sale from **Friday 23rd March 1990.**





Post Apocalypse?



With a maniac at the helm, one wonders why people write in (I suppose Points of View has never had any problems). Post Apocalypse is no Ann Robinson, but get those pencils out for the man with more than the average weapon store...

Help!!!

Help! I'm going barmy!! Has anyone got a copy of 64 Tape Computing issue 7, it includes an excellent football game called League Soccer. If anyone, anywhere has a copy of it, or knows where I can find one could they please write to Neil Mayhead, 208 Nelson Road, Gilligham, Kent, ME7 4LU. Thanks!
Neil Mayhead, Kent

PA: I fink that letter says it all. Can anybody lend a hand?

Loadsadosh

I have had my C64 for a year now and I have been reading Zzap, but one day I picked up a copy of YC and was pleasantly surprised. I was amazed to see that the mag only catered for the 64, unlike Zzap and CU, and it hasn't converted to the superior Amiga.

I liked the idea of having free computer games on every mag, but I think the price is way too high, and if you lowered it you would get loads more readers.
Jason Frost, BFFO 30

PA: Who said we need more readers? Anyway if you wish to compare us to Zzap, they are now priced £1.50, only 45p less than ourselves. 3-4 games for 45p can't be bad.

Glad to see you liked our lethal dose of funkiness though, and as the only dedicated C64/C128 mag around we hope to cater for your specific tastes every month (as long as you like chainsaws, death and mayhem).

Hysterical History

You know – it's not often that you find a startling piece of historical data in a computer mag, but on page 14 of December's issue, the Storm Across Europe review states that Hitler launched his blitzkrieg against Poland in Sept 1945! Just goes to show how time and all those cobweb covered historians distort the facts!!! I hereby claim my free copy of Storm Across Europe, or was it Asia?

Anyway, the real reason I am writing is to thank US Gold for being so prompt in helping me out of a problem with Curse of the Axure Bonds. Many many thanks US Gold! It is greatly appreciated.

I am delighted with your magazine, which i have just started getting on a regular basis. I used to subscribe to Zzap 64, but it was so banal and written so childishly I couldn't bear it anymore!

One possible move towards making your mag even better, how about producing tips and/or maps for some of the excellent role play games such as Bonds, etc.

Cpl M Kemble, BFPO 36

PA: I'm glad to see dat one person is grateful of helpful companies (I'd like to bomb the buggers meself). As for tips and maps, we do dear Cpl, we do!

Yawn City

As a reader of "Your Commodore" for many years, and of the old "Your 64", I have noticed a big decline in the last few months.

I buy a computer magazine to read about computers – if I want to see photos of pop stars or read about movies I'd buy another sort of magazine. As your magazine has now turned into a games magazine I shall no longer be buying it. I'll have to keep buying Commodore Disk user, CCI and Computel's Gazette.

I'm sorry to see "Your Commodore" leaving the 'serious' side of computing, but I suppose after so many years you've run out of material.

Sorry I can no longer be one of your readers.

N K Taylor, Dorset.

PA. And dat's wot you get if ya make a mag completely radicall. At least Mr Taylor is being sensible and buying CDU (the wickedist 'serious' mag in da world).

It wasn't because of 'material' mate (we've more hot material than a large lingerie shop), but you're a dying breed and I fink we've realised before you!

Zany McNaney

I have just purchased the first copy of your new look mag and I can happily say that it's brilliant. All the sections are very good and I have no complaints at all, but I do have a few suggestions.

1) Why not give ratings for presentation, graphics, sound, playability and value for money, instead of just giving an overall mark. All (or nearly all) mags are using this system nowadays and I think this is the best way to review and I'm sure many readers will agree with me on this point.

2) I think you should have previews of games that will be reviewed in your next of future issues.

3) Try to get more colour screenshots of the games reviewed.

Darren McNaney, N.Ireland

PA: Yo Dazza, a geezer who knows what's happening! I've talked over your suggestions wiv da Ed and we have come up with 1) we don't want to gloss over the facts, or break them down. We want people to see if a game is good or not from the off. If a more in depth analysis is required, read the review, dats what dere for. 2) We do now (almost) in da DATA pages, even with Scratch and Sniff. 3) We're working on it (I bet you knew I'd say dat)!

Batmaniac

Before you changed your image, and name to YC, you used to be called Your Commodore. I personally hated Your Commodore, and never bought an issue until December. I love your NEW image and I think it's good, although I think that one day one of your reviewers will spoil it, like the last ever Your Commodore.

It was spoilt by the review of Batman by Tony Hetherington who grossly underated it. I don't know what he was doing when he gave BTM 56%! He MUST be mad!

BTM is simply one of the best C64 games around in presentation, graphics, sound, and gameplay. The swinging rope effect was a great idea in the 1st and last levels, which made it a million times better than a "boring shoot-em-up", as Your Commodore so kindly put it.

I loved the BTM game (I'd never have guessed – PA) and I still do, and as you can see I'm not the only one. C+VG mag gave the C64 version 92% (a c+VG HIT!), ZZap (how dare you swear in this magazine? – PA) gave it 96% (a gold medal) and CU gave it 86% (a CU Screen Star).

I am not saying these mags are better, but they were certainly better than your old image, and gave the games more of a chance.

But they are by no means better than your new image, I just hope that a certain reviewer will not spoil it.

Now that you give games a chance with your new image, I am happy, I just hope that this is the first and last time I have to grumble.

Felix Black, Orpington

Oh By the way, I know that you may think that I said that you underated BTM because I am Bat Crazy, but I'm not. I just know when I see a good game, which is not often.

PA: You're completely Bat Doolally, Bat Crackers, Bat Bananas. But there's nothing wrong with that. For ages the Ed had a pic of Kim Basinger under his pillow (I presume it's because she was Vicki Vale in Bat Plop)!

And that just about wraps it up for another munf! What's brown and floats on water? A Doormouse in a rubber ring! (What else could it have been?)

Write to your favourite Maiming Mailman at...

Post Apocalypse
Small Hole Under Rik's Desk,
YC,
Argus House,
Boundary Way,
Hemel Hempstead,
HP2 7ST.

COULD YOU BE A PR GIRLIE/GEEZER?

Have you got what it takes to hassle journos into reviewing your games? Could you be the next Lesley Mansford, Danielle Woodyatt, or Beverly Gardner? Try this simple quiz and find out!

1. Do you know anything about computer games?
a) Yes, loads!
b) A little about Pacman.
c) Nope, bugger all What IS a computer?

2. You have a journo coming to your office. Do you...
a)...take him/her to an incredible restaurant for a slap-up meal?
b)...take him/her to the pub for a few bevies?
c)...offer him/her a glass of milk and a wholemeal digestive?

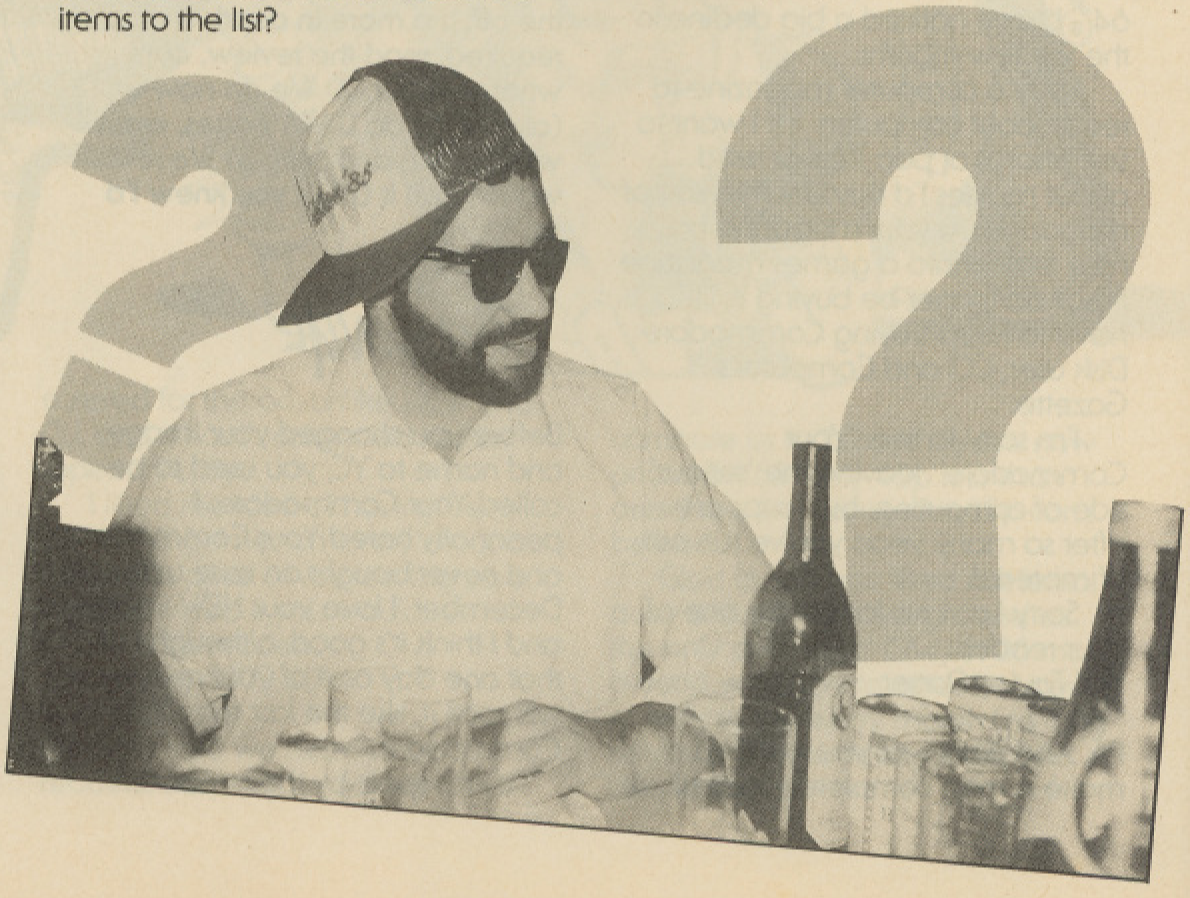
3. Your latest game is sponsored by a famous personality just arrested for drink driving and an industry hack asks you for a quote. Do you...
a)...mumble "Do we do that game?"?
b)...quip "There is absolutely no alcohol in the game! Ho! Ho!"?
c)...whisper "The £100 is on the way!"?

4. You have arranged a press conference for your company's up and coming release 'Ninja Death Bikers with Attitoods' and you decide to dress up in a wacky costume as a gimmick. What do you wear?
a) A skimpy see-through nightdress.
b) A Ninja Death Biker outfit.
c) Your best nightclubbing gear.

5. You have been offered the cover of 'Your Cucumber' on the grounds that you do naughty 'things' with the editor, a large mop, and industrial cleaning fluid. Do you...
a)...insist on a 99% score too?
b)...refuse, a cover is not worth THAT much?
c)...include a few more household items to the list?

6. At the European Computer Trade Show your boss keels over in the bar in a drunken stupor. Do you...
a)...rummage through his/her pockets for drinks money for yourself?
b)...pick him up and apologise to everybody around for the embarrassing situation?
c)...take photos and send them to YC for publication?

7. It has been commented in one of the top mags that your press releases are boring beyond belief! How do you 'jazz' them up?
a) Use Letraset for the headline.
b) Hire an incredibly famous comic strip artist to illustrate them.
c) Use words like 'def', 'rad', and 'existentialism' (not a funky word, but bloody impressive)!



8. After a promise of a high score in exchange for an 'exclusive' review, you realise you have been ripped off and the game only gets 24%. Do you...
a)...buy a chainsaw immediately?
b)...sue the editor?
c)...rework the game so that the ed will look like a prat?

9. It has recently been revealed that you have been writing software reviews for magazines under a pseudonym. Do you...
a)...carry on writing reviews of your own games under the name of Duncan Evans?
b)...resign immediately and become editor of Zzap!
c)...admit you were wrong and that you'd never do it again?

10. Your company's latest game, 'Big Wobbly Ones from Mercury', is the worst game ever seen. How do you promote it?
a) You call it "The most original piece of software ever seen on a home computer"!
b) You call it "The best game since Pro Mountain Bike Simulator"!
c) You resign and become a sanitary adviser (less crap to handle)!

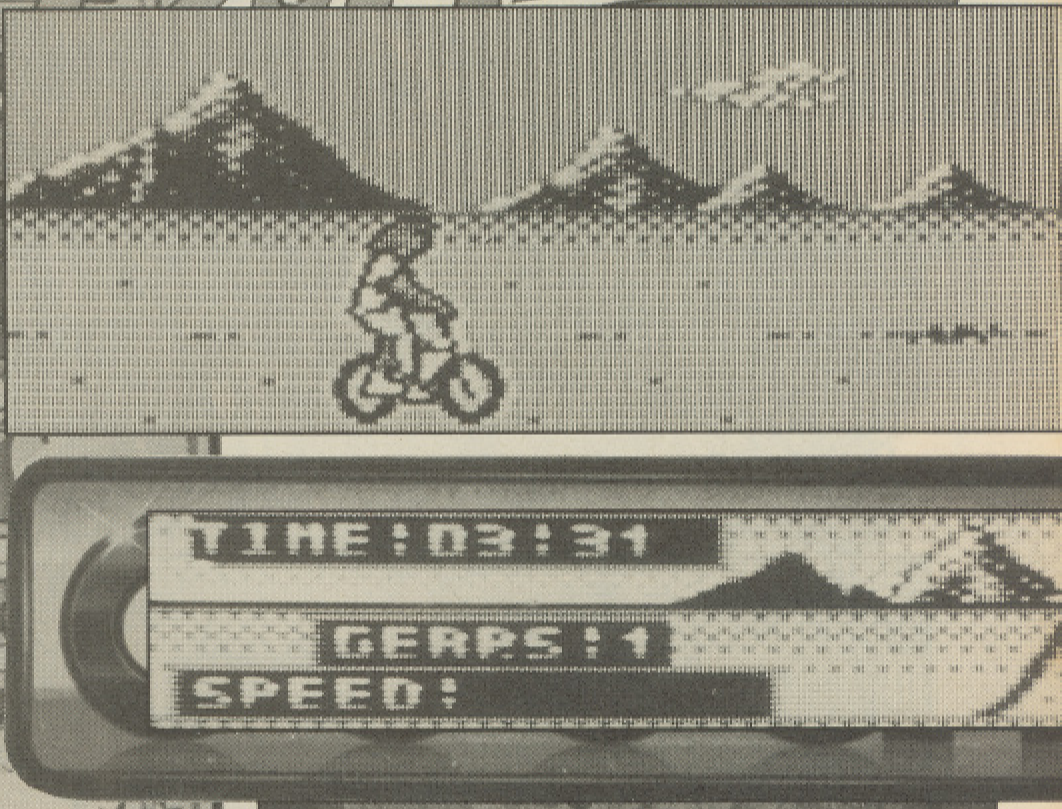
SCORING

Just look up your scores then add them together to find out if you could be on the other end of our phonelines!

1. a=10, b=5, c=0	6. a=10, b=0, c=5
2. a=5, b=10, c=0	7. a=0, b=10, c=5
3. a=0, b=5, c=10	8. a=10, b=0, c=5
4. a=0, b=10, c=5	9. a=5, b=10, c=0
5. a=10, b=0, c=5	10. a=0, b=5, c=10

YOU SCORED

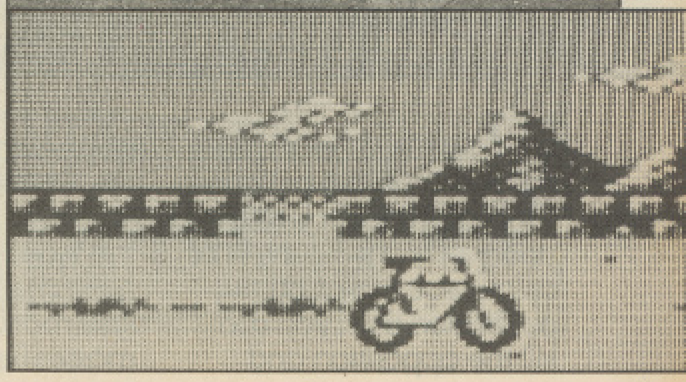
80-100
Wow! You know so much about the computer games industry you must be either cheating or Rik Henderson (or both). PR is definitely NOT your scene, you know far too much about games and marketing. You have just the right blend of common sense and immorality to become a journalist.

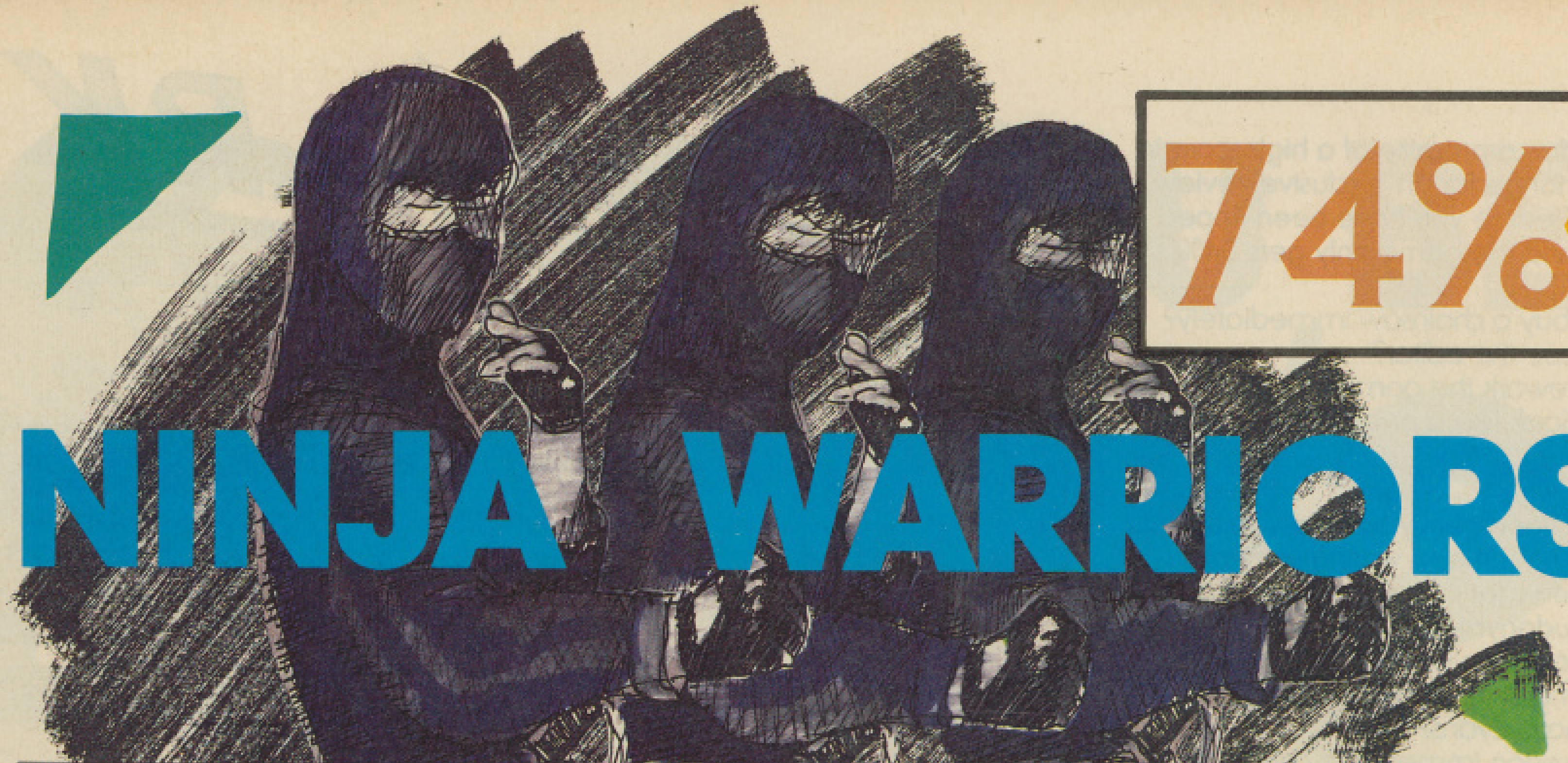




30-75
You are the perfect YC reader. Unfortunately you are too clever to become a PR person, and too moral to enter the world of games reviewing. Stick to buying the magazines and who knows, maybe one day you'll own your own chainsaw!

0-25
This score is so pathetic that you could only do public relations. The good news, though, is that you have just the blend of lack of wit and banality to succeed in this profession. In fact, you are so dim witted that I should imagine software houses will be climbing over each other in eagerness to sign you onto their books.



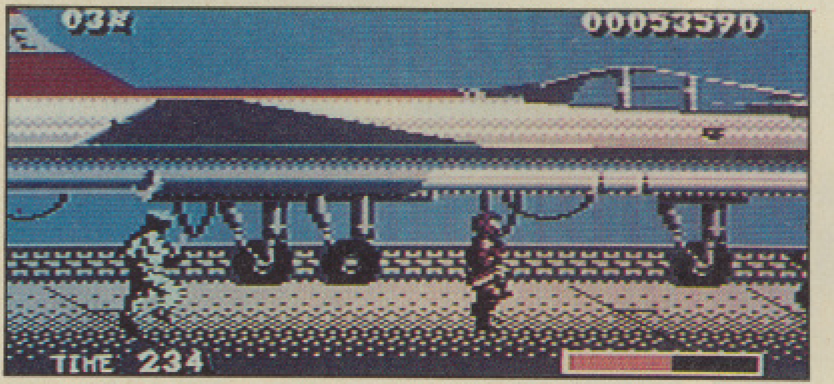


NINJA WARRIORS

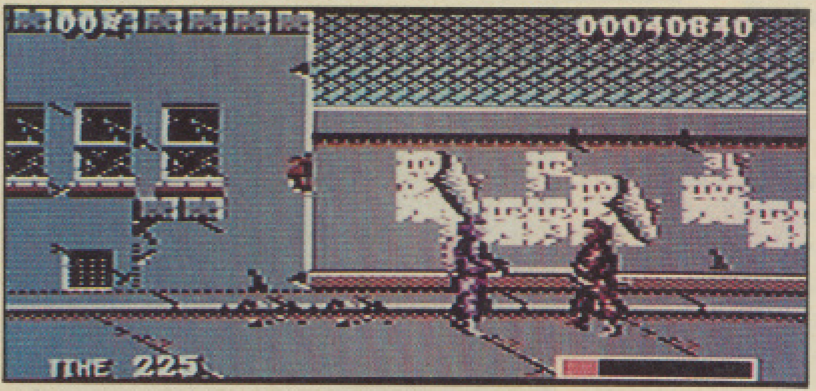
74%



▲ I didn't know Ninjas plodded!



▲ They don't plod in real life!



▲ I suppose old Ninjas might plod!

Supplier: Virgin Mastertronic
Price: £9.99 Tape, £14.99 Disk

When you get to the top there is only one place for you to go and that is down, unless of course you are of an evil persuasion then you can kill the opposition and crush the masses to stay in power indefinitely. Taking this lesson to heart world president Bangler gave the world reason to hate his name. During his systematic crushing of the masses Bangler made one tiny mistake and that was cutting the budgets of one Mulk - a research scientist. Using the tools and skills at his disposal the disgruntled Mulk created two remote control killing machines one of which you find yourself controlling a battle for world freedom and bigger grants.

Be it ever so humble there is nothing quite like a robot ninja on the rampage. A block, slash and a throwing star in the head and the opposition is routed. Rogue police attack from all sides with blades but a quick slash and a ribbon of blood decorates the air and they all come tumbling down. To avoid that heavy crush you can somersault over the heads of the opposition but this tactic comes into its own when faced with the rebel army. Sharp shooter unleash their deadly hail and only a well timed jump or duck saves you from destruction. Occasionally a soldier with a gun launched grenade appears. Charging this character has its disadvantages as you are likely to head-but the on coming missile as it arcs to your destruction.

Just when you thought you had the opposition licked they throw something large and nasty at you. As you charge through the streets laying waste to all you encounter, strange beasts will teleport in to attack. The most common nasty is the mutated spider hunchback. This monstrosity takes a lot of killing and is more than capable of dishing out the grief. Other nasties include tanks which are invulnerable except for the gunner who sticks his head out of the turret and dogs, who in their eagerness take chunks out of the heroes and throw their lives away as they brave the dangers of a robot ninja attack.

At the end of the level you encounter something even nastier than the previous nasties. On level one this is a small woman with a big sword and on level two a tank with all guns blazing. You only have one life with which to complete the game. You lose this life if the robot's energy level hits zero. If you do survive a level you start the next with a full set of energy cells and if you don't you can always fall back on those three credits in the machine. A final plus to this game is the simultaneous two player 'lets slaughter them' action.

AP

67%

FIGHTER BOMBER

This release has coincided with the release of F-16 Combat Pilot from Digital Integration. But will it be up to the standards set by its rival? Fighter Bomber is most definitely not on the same scale as Combat Pilot. It is almost a watered down version.

The basic objective is fairly similar. Various on-screen menus give you the option of seven different aircraft. All have good and bad points and not all are suitable for all of the missions. Once a plane has been chosen, you must then select a mission. These are not as complex as in F-16. However, they do vary in size and difficulty. Information is available about the mission or you can alter or plan your route.

Then you are sent to weapons selection. This is very similar to F-16 but not as detailed or varied. Once you're done here you can get out to the runway. The graphics in Fighter Bomber are an attempt at combination of wire frame and solid 3D. Technically they work; however, the inclusion of filled in graphics makes the screen update painfully slow. The missiles are done in realistic perspective and snake off into the distance. Bombs are invisible but crunch into the ground on impact.

The control system works extremely well. The numerical keys are used to put on the thrust, in increments of 10%. This allows easy control of power and the afterburners. Other controls include the normal undercarriage, rudders and airbrakes. Weapon selection is simple, being toggled with a single key. There are only two different display panels; the weapons and navigation data.

Without doubt the most impressive features are the various views of the plane. Available by selection are views from the control tower (zoom in and out camera style), the view from above, from behind or the side. These are all rotatable. There is also a weapon's eye view and an enemy plane view. These are all very effective and filled in.

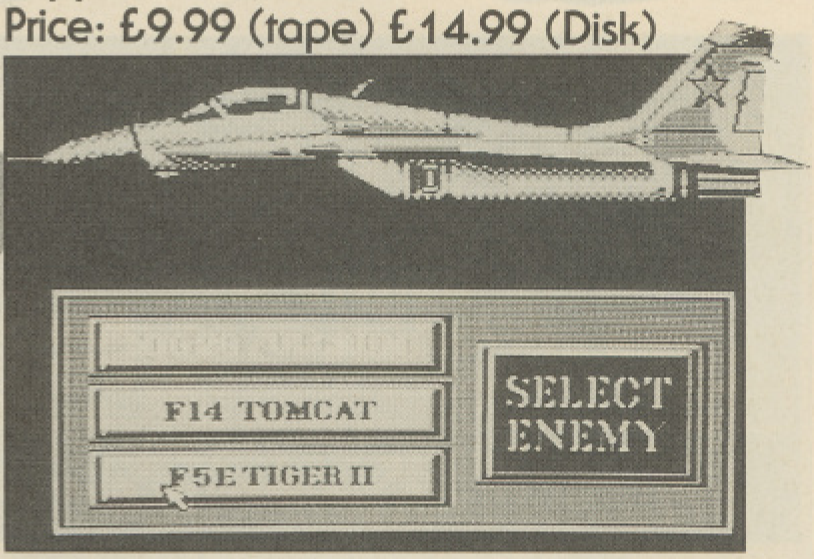
The missions are on the most part difficult. This is partly the idea but mostly the fact that the game is so slow. The impression of speed just isn't convincing at all. Flying towards a fixed ground feature seems to take forever and they aren't that interesting when you finally get there.

Dogfighting is a difficult yet challenging part of the game. The enemy planes are at no advantage to yours in terms of speed. As usual in these games, though, the pilots are tough to defeat at close range.

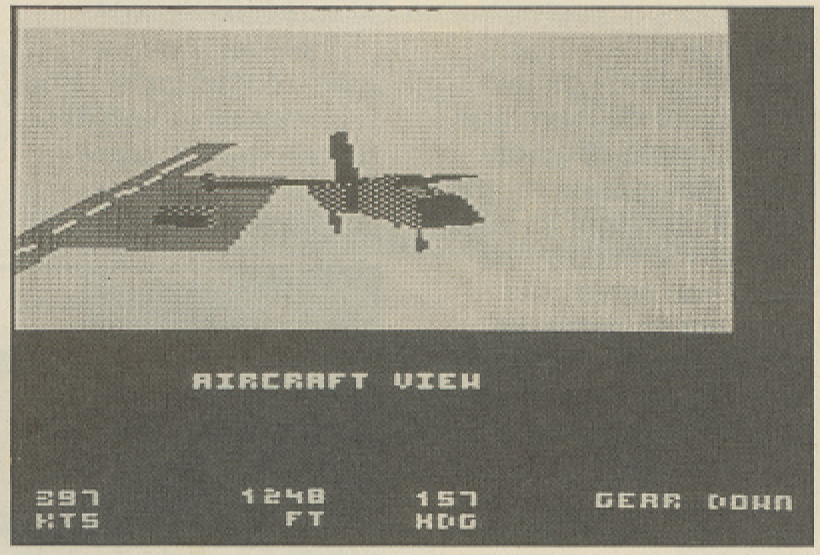
Fighter Bomber just seems to lack the necessary depth required for simulation games to be successful. The programmers have concentrated too much on the different views and graphics. Instread they should have tried to cut down the movement time. As a result, Fighter Bomber pales into insignificance in the light of F-16 Combat Pilot. Activision would have done better by avoiding the simulation and making the game more of an arcade type. Still, a nice attempt.

ACC

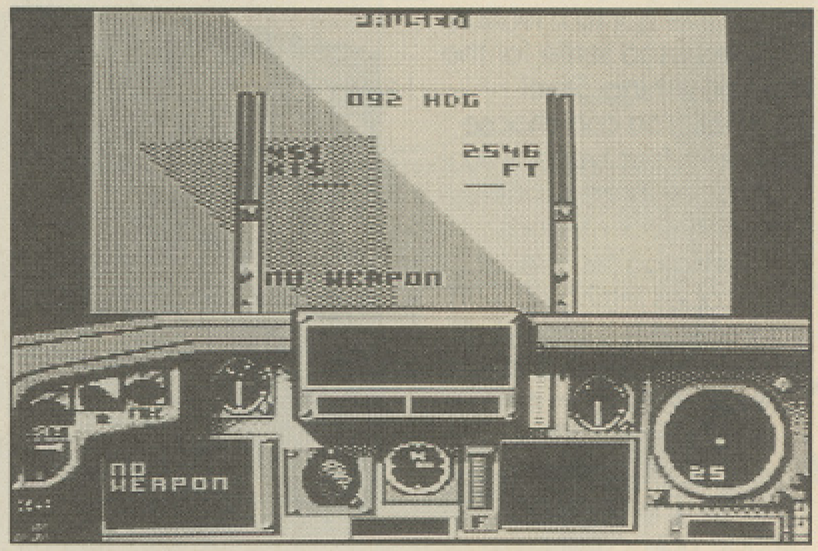
Supplier: ACTIVISION
Price: £9.99 (tape) £14.99 (Disk)



▲ **Death - jet shaped!**



▲ **With a view to a kill!**



▲ **This cock is the pits!**

Steel



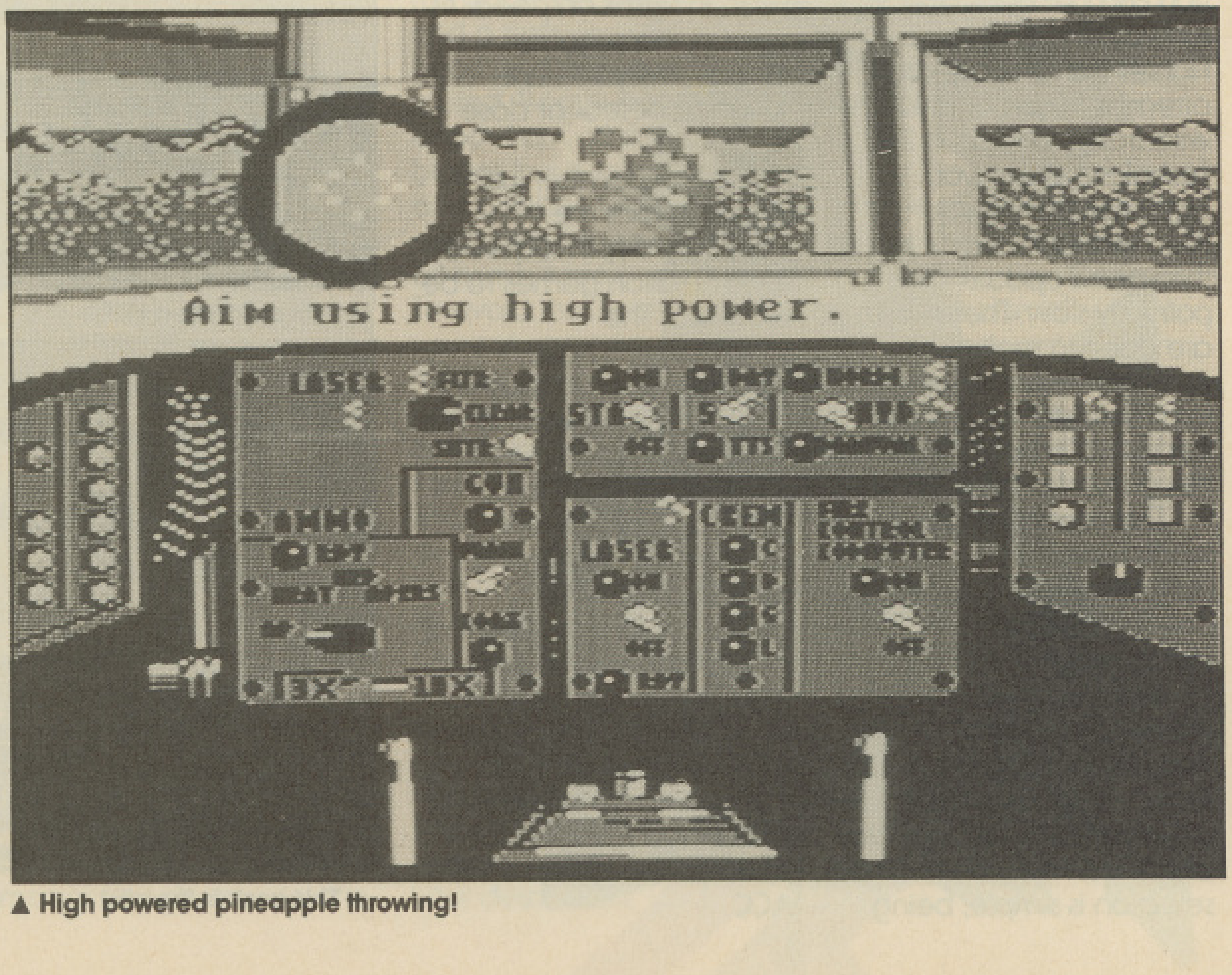
Supplier: Accolade
Prices: £9.99 Tape, £16.99 Disk

Sixty tons of steel come rolling down the highway of hell with you at the helm. The enemy come head-on guns blazing and only skill and more than a little luck will see you through the day. If you prove your worth untold battles lie before you, but flunk out, and you die, when the steel starts rolling there are only winners.

Getting your hands on the latest American hardware can prove a little expensive not to mention dangerous so settle for the next best thing, Steel Thunder. You can choose between four types of tank to explore three countries in twenty four missions. Rumbling across foreign landscapes letting rip with your canon is a gratifying experience which is all too soon ended when the enemy return fire and you find yourself piloting a pile of scrap. This is not an arcade game but a full blown tank simulation with lots of dying (usually done by yourself).

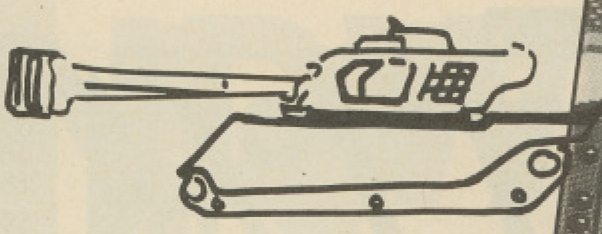
The ever cheerful (satire) commander dishes out the missions with relish. You select the country (Cuba, Syria or West Germany) and like a conjurer's trick, the missions appear before you. After selecting the killing ground you choose the hardware, a MAIAI Abrams, M60A3, M3 Bradley or the M48A5 Patton. Each tank has its own specialities so before selecting the vehicle for the mission it is best to look up the tank specifics in the user manual. You have your machine, now you need the crew. Apart from yourself you need a driver, a gunner, and a loader. For each job you are presented with a list of possible troopers complete with stats. Your job is to choose the team that will get the job done. One last procedure to follow before hitting the action and that is the armament. You can go with the preconfigured tank or customize it for your own style of fighting.

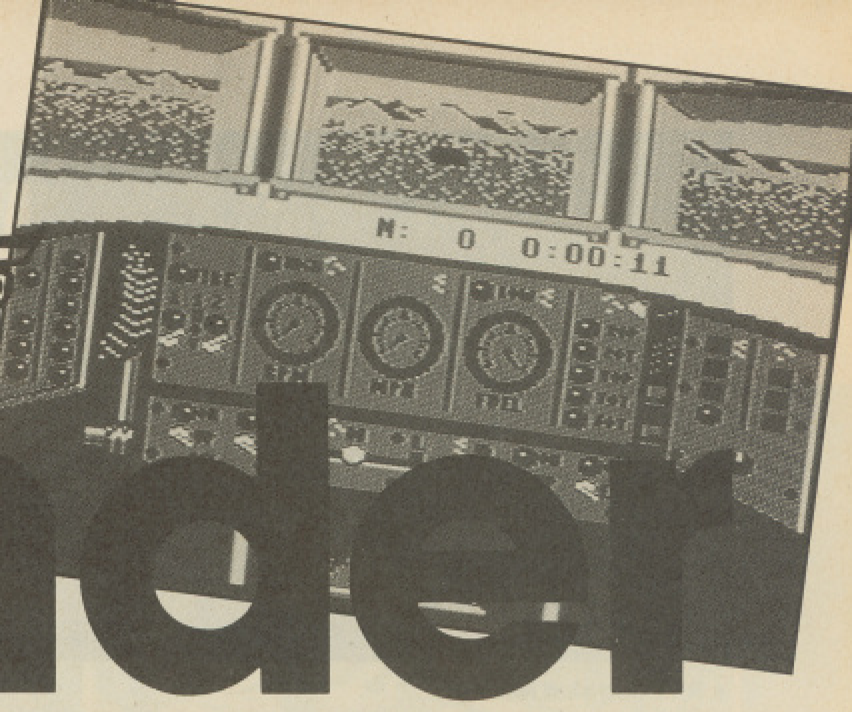
Crew assembled, you run through the final check before turning the ignition key to fame and glory and possibly (army talk for most likely), death. All systems check so you run through the start up



▲ **High powered pineapple throwing!**

Thunder

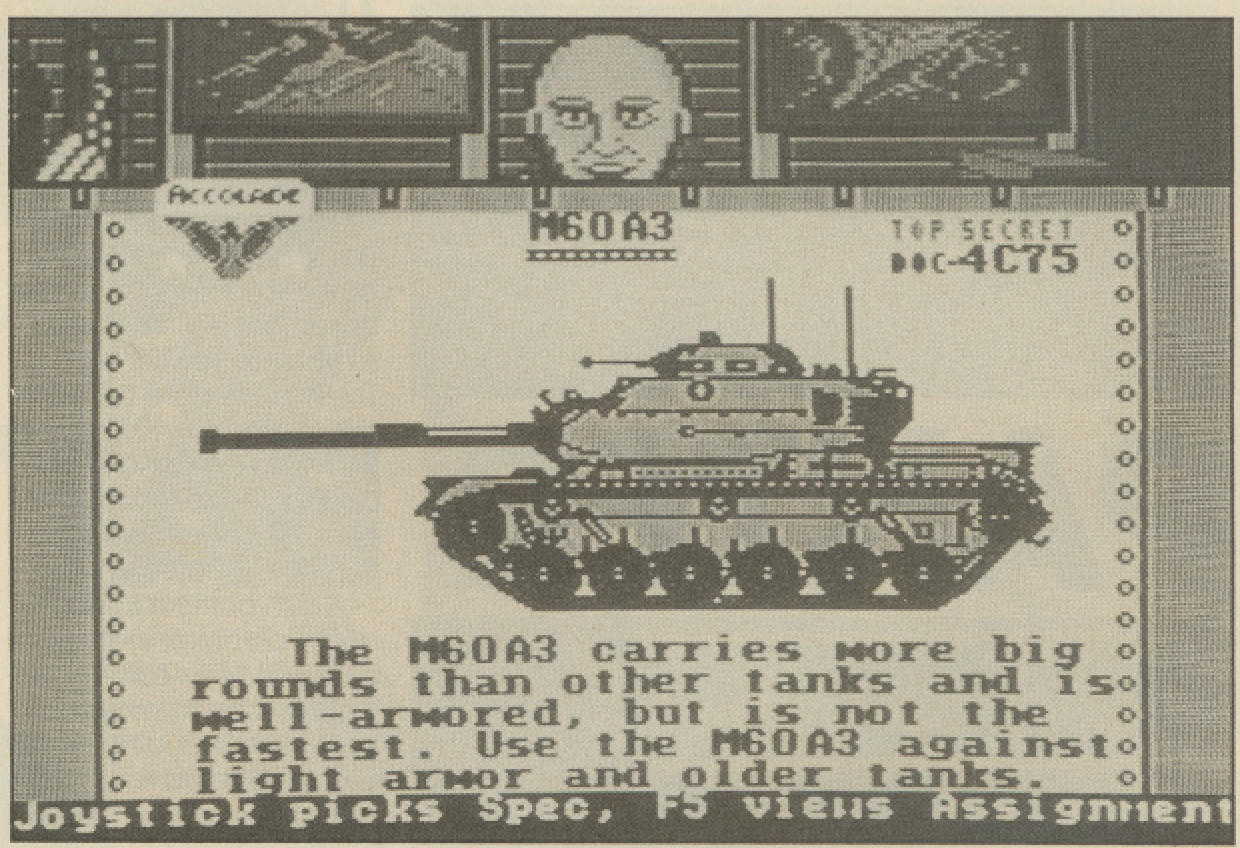




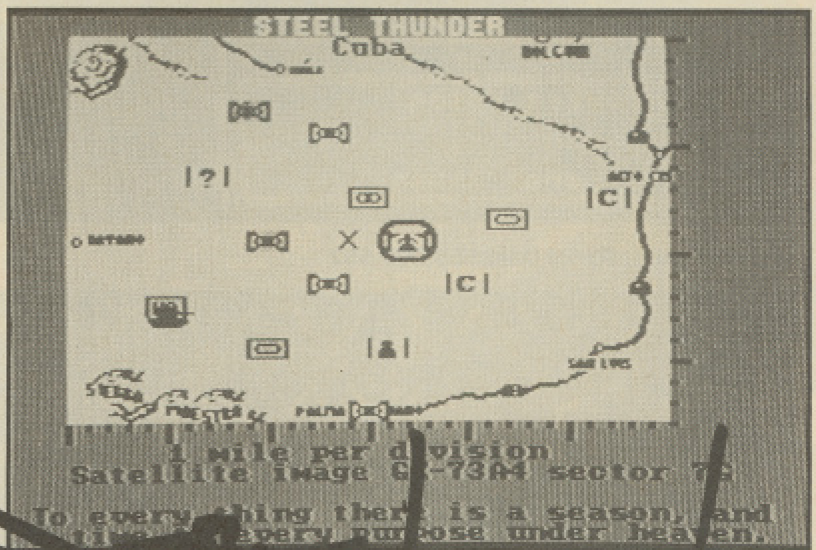
sequence, switching on the engine's turret motors and arming the smoke grenades. Go to the map, plot your course and tell the driver to roll.

You can switch from gunner, driver and command positions of the tank but a player with faith in their crew can issue the orders and lay back. When the flak starts to fall you know you have arrived. Lay down the smoke and switch the gunnery screen, the gunner loads the ammo you have selected and either you or the gunner can let rip with those explosive shells.

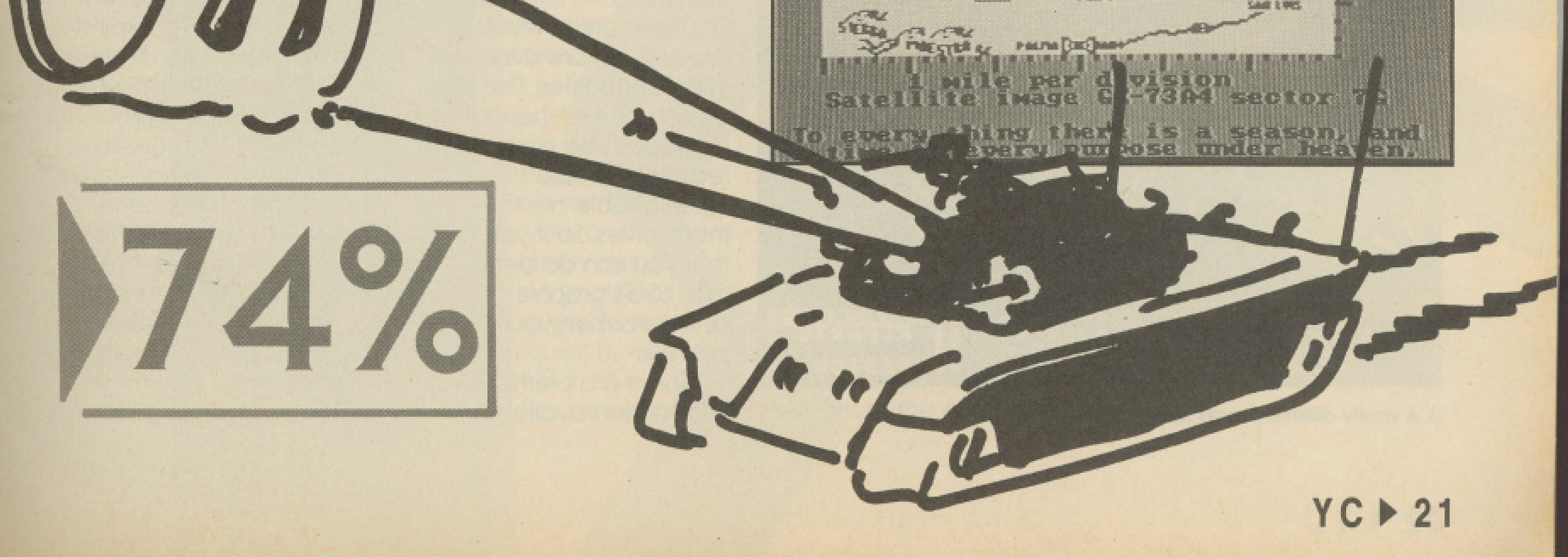
The view from your tank is limited, taken up mostly by the status lights and gauges. When you do encounter another vehicle or bunker the graphical image is limited but the target computer can identity objects to avoid wasting your own troops.
AP



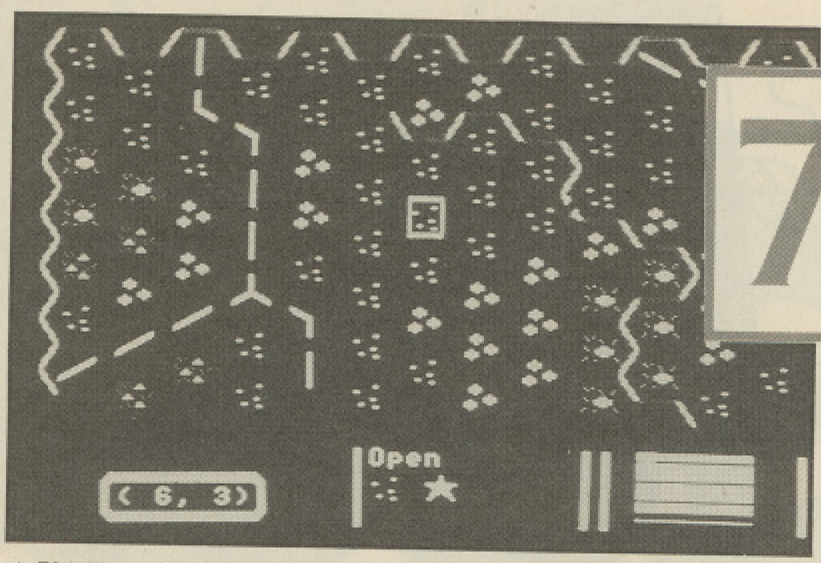
▲ I bet the engine is called Thomas



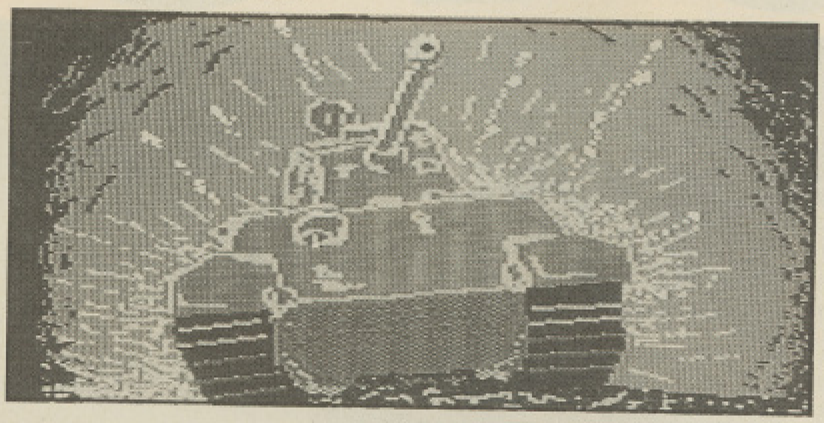
Ooo, a map. I do love hi resolution graphics, don't you? ▶



74%



▲ Rivetting stuff fellows!



PANZER BATTLES

77%

Supplier: SSG
Price: £19.99

Panzer Battles is the latest game from SSG using the Battlefront system. You get the chance to buildoze enemy forces with ten ton death dealing machines. There are six ready-to-mash battle scenarios. These are based on real life battles so you can rewrite history. These battles are based in Minsk, Moscow, Kharkov, Prokhorovka(!), Kanev and Korsun. The scenarios are almost as hard to play as they are to say!

Each battle is in depth and a complex strategic problem. Units can be given orders to move, fight, retreat and reinforce. Each side seeks to irradicate the enemy. The various battles have different skill levels, Moscow being the easiest. Control is in the form of menus. Each menu interlinks with several others giving a branch effect. This means that every control can be accessed via the one menu. Thus the need for loads of controls is dissipated.

There are several unusual options available in Panzer Battles. The map on any one of the six battles can be completely redesigned. Also redesignable are the icons themselves. So if you think that you can do better than SSG's graphic designers then you can prove it.

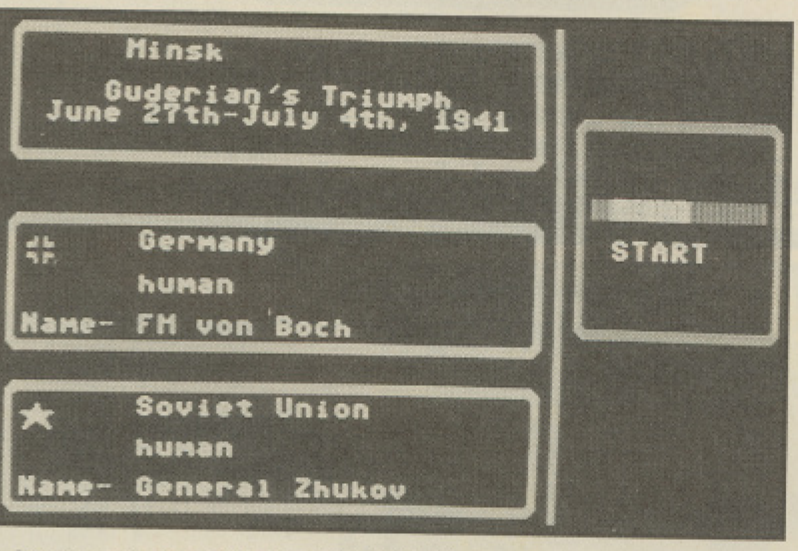
There is a plethora of information available to the budding general. This goes as far as the weather forecast, the time and date. There are 12 different orders you can issue. These include deploy, defend, assault and support. Once you have set up your commands you can run the latest set of orders. You sit back and watch the fun begin!

Your forces are represented by regiments or Formations. These vary inpower and a status report can be obtained. Once you send out your forces it's like real war. You're left in the dark as to what's occuring on the field. After each turn you get to re-issue orders but make a mistake and you can't change your mind! The manuals are both very comprehensive and helpful. The first details the battelfront system and explains each command step by step. It also shows how to redesign the various graphics.

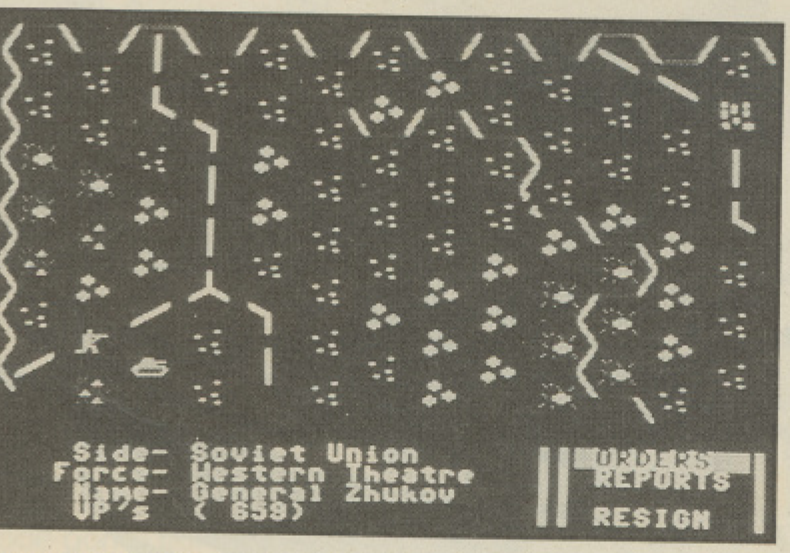
The other manual takes you through a typical turn of the Moscow battle. This is very useful for getting into the game when first playing. At the back there are detailed breakdowns of each battle, including notes for the player's assistance. The battle editing system lets you either rebuild a battle from scratch or change an existing scenario. This makes the game hold a longer lasting appeal for the player.

The graphics are well done but not superb, but that is what you'd expect from a wargame. There is a definite long term challenge in this game. The designer is a great boost to the lasting interest. This also makes it better value for money. For fans of wargames this is the ultimate. For non-fans this is as interesting as shaving with a chainsaw. Strategists check it out.

ACC



▲ Germany 1, Soviet Union 55,000,552



▲ A vastly different map than the one above!

WINDWALKER



Supplier: ORIGIN
Price: £19.99 Disk

Khantun is a strange, fictional Oriental world. In Khantun, Good gives way to Evil and Evil to Good. This being the natural order of things, you, as the Good guy have been called in. Your master Mobius has detected a new, great Evil in the world. You must train in the disciplines of armed and unarmed combat. Once fully competent in these arts you must then go forth and force the Evil to submit.

Your training can be as long or as short as you wish. But you'll soon discover that shirkers get the living daylights extracted from them. Thus it is a good idea to spend as much time as possible training. The training consists of fighting a number of select opponents. These all look remarkably similar, like thieves armed with knives. You have to combat them in alternate bouts, with a quaterstaff or bare handed.

You have six moves at your disposal, with kicks, somersaults and punches. The enemy is quick and sharp witted but can be defeated with practice. Once a bout is over you can reflect on your experience. This shows an action replay of your bout, including all the painful bits! The graphics in this section are monochrome but quite nicely done. My main quibble with the combat was the lack of realistic sound effects. A few bleeps doesn't do some of the moves and blows justice.

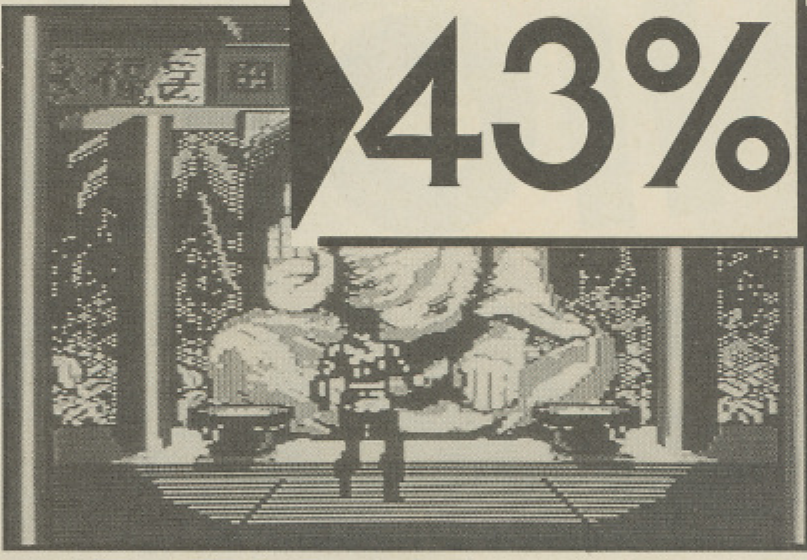
If you feel that your training is complete, you can venture forth. Mobius gives you fair warning if he thinks that you're being too hasty. This won't stop you but may give you a guilt complex! Once out in the big wide world you're on your own. Should you be beaten senseless then it's for real. Of course, you'll be fully trained, won't you...

Along the way you'll encounter various types of people. These might be thieves, who threaten you. Of course you're not handing over your cash, so combat is the result. Other people are not so evil, and will tell you useful information if sucessfully communicated with. Don't forget your codes of honour and talk to a lady in a sacred temple though.

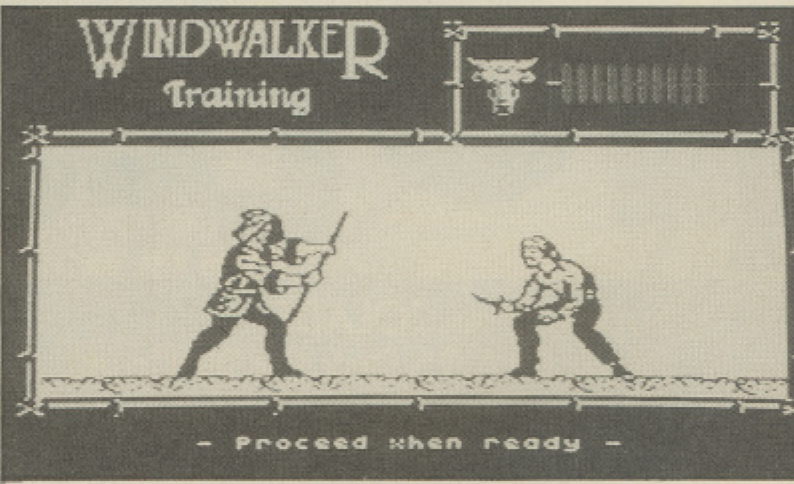
Dotted around the place are junks. These little boats are useful for nipping you around the various islands. There are huts, hovels, temples and shops for you to visit where you can glean more information or objects to aid your quest. As to quite what this quest is, well, it's to destroy Evil, isn't it? Lrd Zhurong has turned a bit mutinous. He's employed an Alchemist and kidnapped a foreign Princess. Nothing much really. Oh yeah. The Alchemist has raised a few evil spirits to haunt the sacred temples with.

Ho hum. A hero's work is never done. Rescue the girl, beat up the baddies, annihilate the Alchemist and splat the spirits. Exploring the world is boring at best and very slow work. This makes the prospect of facing a long term challenge overwhelmingly awful. Yuck. As Mobius says, if you want excitement, set the box on fire. Windwalker is a great cure for insomnia.
ACC

43%



▲ **Don't turn your back on me, pooface!**



▲ **Can I stick with this game?**



▲ **From this shot you wouldn't think that the game is poo!**

JACK NICKLAUS' GREATEST HOLES GOLF

70%

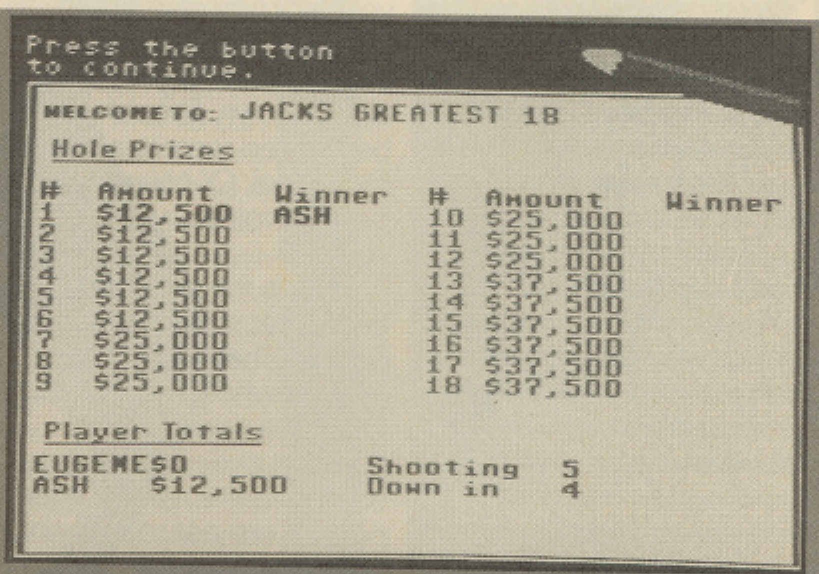
Supplier: ACCOLADE
Price: £16.95 Disk £9.99 Cass

Jack Nicklaus is the most recent of the famous golfers to put his name to a program. Perhaps he should stick to playing real golf. Technically this game is the best golf game yet. Unfortunately it lacks in the playability department.

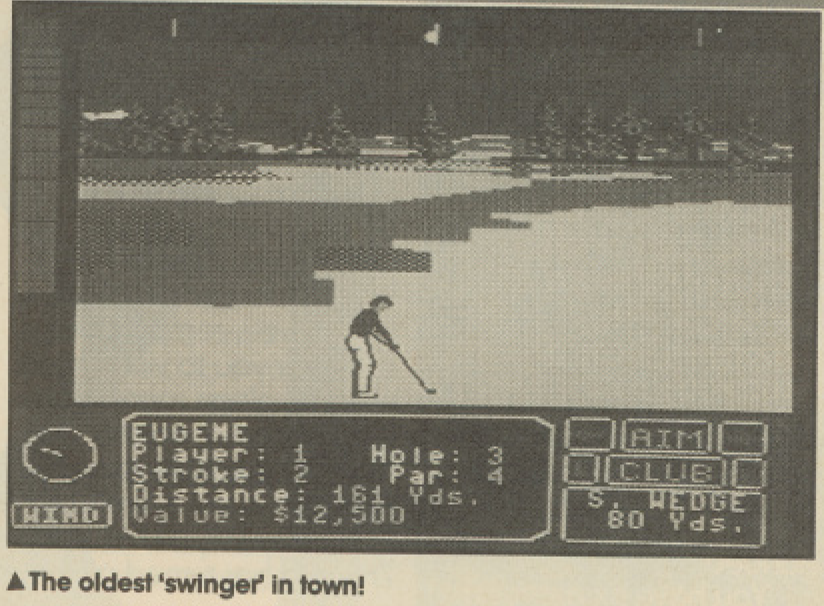
There's nothing really wrong with the game itself. You have a choice of three courses to play, including one which consists entirely of holes put together by the golfing legend himself. At the start of each he pops up with some incredibly interesting comment like "The best shot I've ever played". Perhaps this is meant to inspire you? To me it sounds as if the programmers were trying to convince themselves that their holes were well done.

At beginner's level the club gets selected for you. The more obstinate - or stupid - amongst you can still change this selection though. Then your angle can be altered. Hitting the ball is achieved by the now much used formula; one press to start the swing, another to stop the power and a third to set the snap. This determines how far the ball flies and whether it hooks to the left or slices to the right.

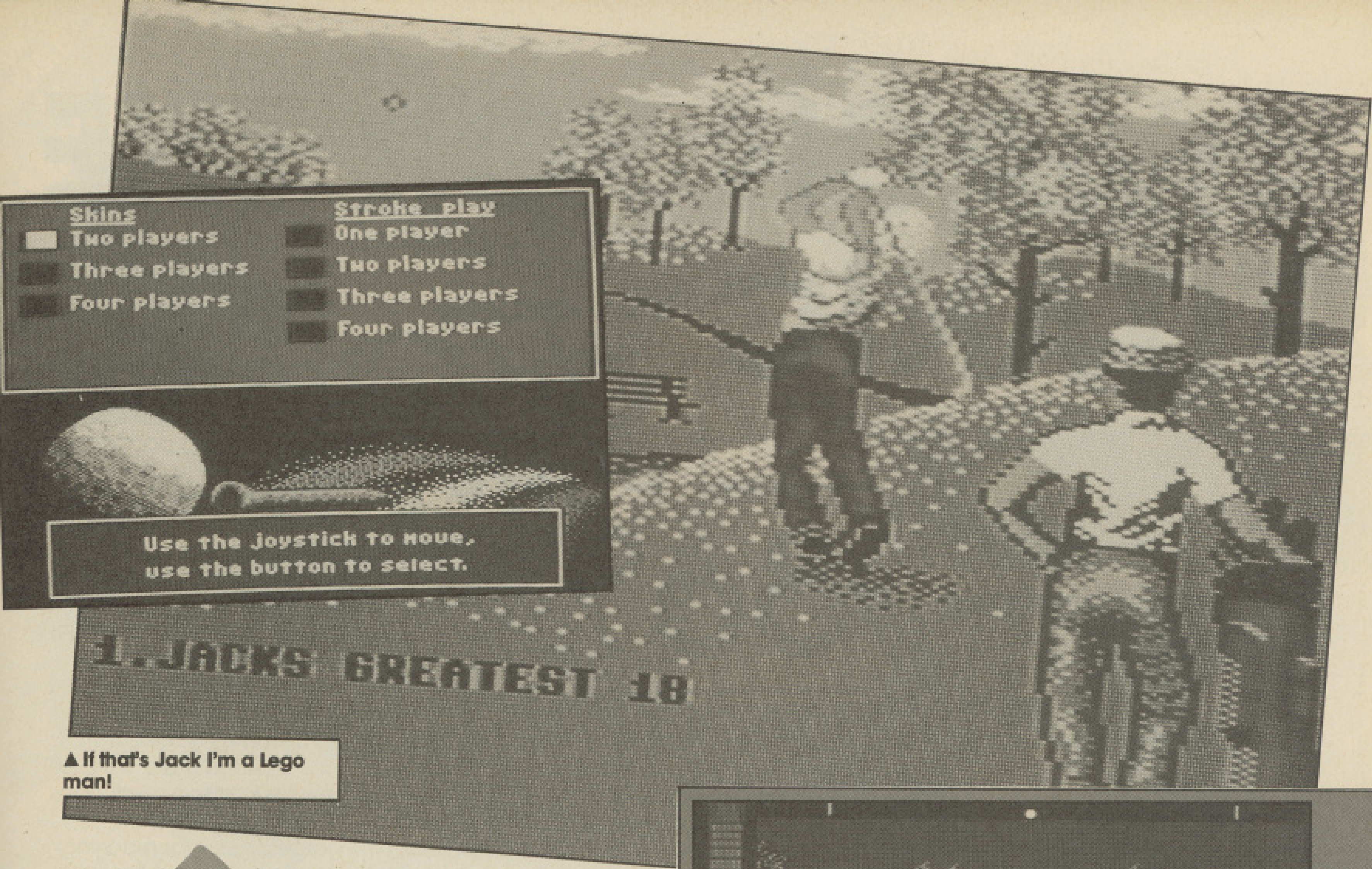
Being whacked, the ball dutifully flies in the desired direction. The graphics are not absolutely amazing but work pretty well anyway. Once all of the players have had their turn, the screen updates to the furthest from the hole. This is where the gameplay is let down, because it takes about 10 seconds to renew a view. This means an awful lot of waiting around for your go. On an 18 hole course



▲ What a load of boring text! Looks like a listing...



▲ The oldest 'swinger' in town!



▲If that's Jack I'm a Lego man!

with an average of five shots per hole this makes for 15 minutes waiting time per player.

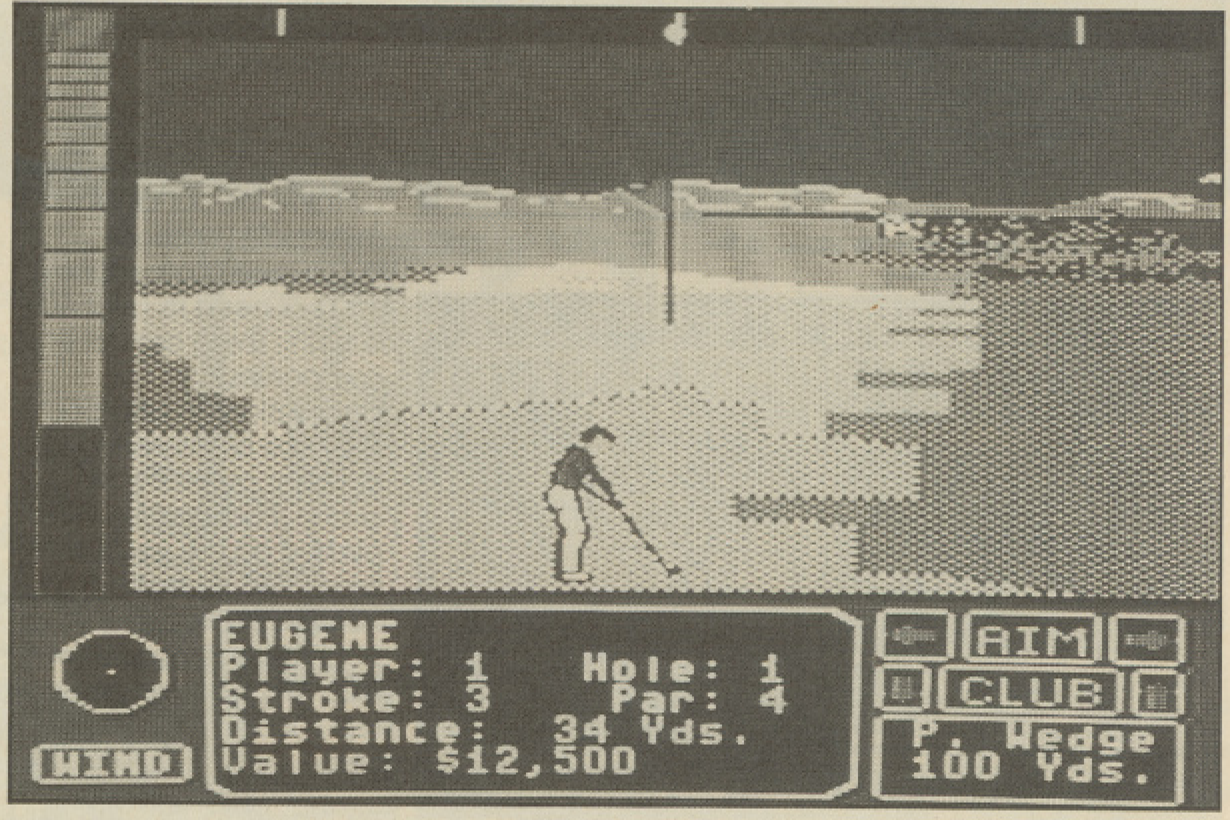
It's a shame because the game itself works really well. The clubs react realistically, the ball flies well and truly, and the courses are quite interesting. There is a choice of stroke or skins play. Stroke play is the normal method where the winner of the match is the player round the course in the least number of shots.

Skins play is one for the capitalist golfer. Each hole carries a cash prize. The later holes feature bigger prizes than the first ones. Should two players halve a hole (get the small total) then the cash for that hole is carried over to the next. The winner is the player who accumulates the greatest amount of money.

The graphics are chunkier than some golf games (Leaderboard for example) but the ball is more realistic. Sound as usual is merely a few bleeps and burps. The inclusion of skins play makes a nice change, and having a choice of three courses is nice. What a pity that Accolade could not have speeded up the update time. Still, a good game for golf enthusiasts. Anyone else might have fallen asleep by hole six.
ACC



▲Watch out you'll lose your ball down that hole!



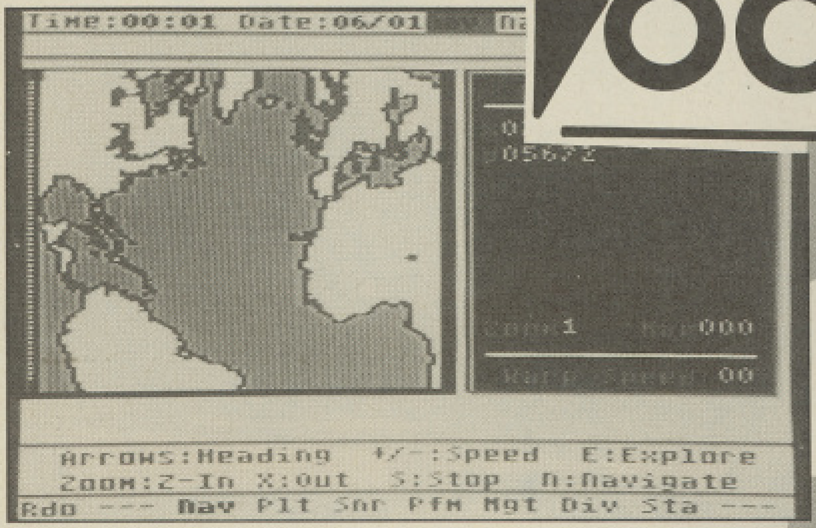
▲His skills are certainly flagging!

SEARCH FOR THE TITANIC

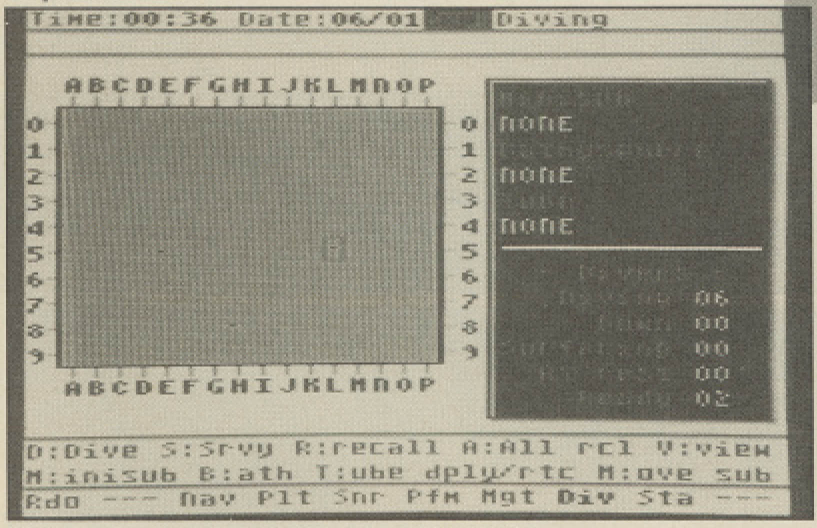
FUN ✱ 1

86%

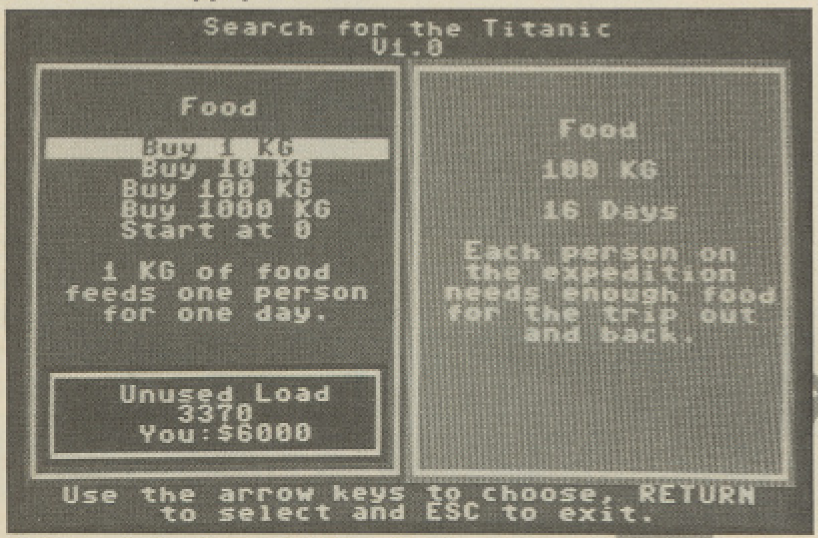
Supplier: CRL
Price: £19.95 Disk



▲ **Spot the Titanic!**



▲ **The axis of the hypotenuse is equal to the bottom of the hippopotamus**



▲ **Food, glorious food... Not from the Argus canteen!**

If you were envious of the team who found the real Titanic then now's your chance to have a go yourself. Search for the Titanic lets you do just that. Of course you'll have to find a few other wrecks first. This helps to develop your reputation as well as your technique. The best expeditions are well planned and yours can be no exception.

Every stage and detail must be planned carefully. You start with $10,000 and this must rent, equip and man a ship. There are several ships available to rent. They all vary in condition, size, capacity and speed and thus in cost. Specialist equipment is very costly and will certainly be out of reach for your first mission.

To raise more money, you will need to negotiate a grant. There are lots of companies and corporations to approach. They are all interested in different aspects of the ocean. Each can be pitched on the various aspects, ie. research, treasure seeking or just publicity. Unfortunately most will go by your reputation, which starts at zero.

The supplies that your ship is going to need are fuel, food and water. The length of the trip and the number of crew have to be taken into account. Personnel for hire include swabs, a ship's doctor and of course the captain. Be careful to plan your trip well because you can run out of supplies in the middle of the ocean.

Once your expedition is fully planned and passed by the government you can set off. There are three scales of map which can be zoomed in or out of. The smallest scale is useful for negotiating small gaps in the land, whilst the largest helps for planning longer term. The wreck you have chosen will be highlighted and you must steer your ship towards it.

Assuming you get there in one piece, you can go into exploratory mode. This lets you send your divers down to the wreck. They can either search for objects or map out the floor. This section of the game takes a very long time and rightly so. The divers need to rest when they've returned to the surface. This is to avoid getting the bends (oo-er!).

Once you've found the wreck, mapped it out, and perhaps found some treasure, you can return to port. The success of your mission is reflected in the increase in your reputation. The better the mission the greater your reputation. Thus it becomes easier to raise a grant and so on.

Raise The Titanic is a great game. Its long term challenge makes it a sure fire hit for strategists or potential entrepreneurs. After practice you may wish to go for the Titanic. Wheee! Fame, fortune and glory. Yum. Buy it.

ACC

TIN TIN ON THE MOON

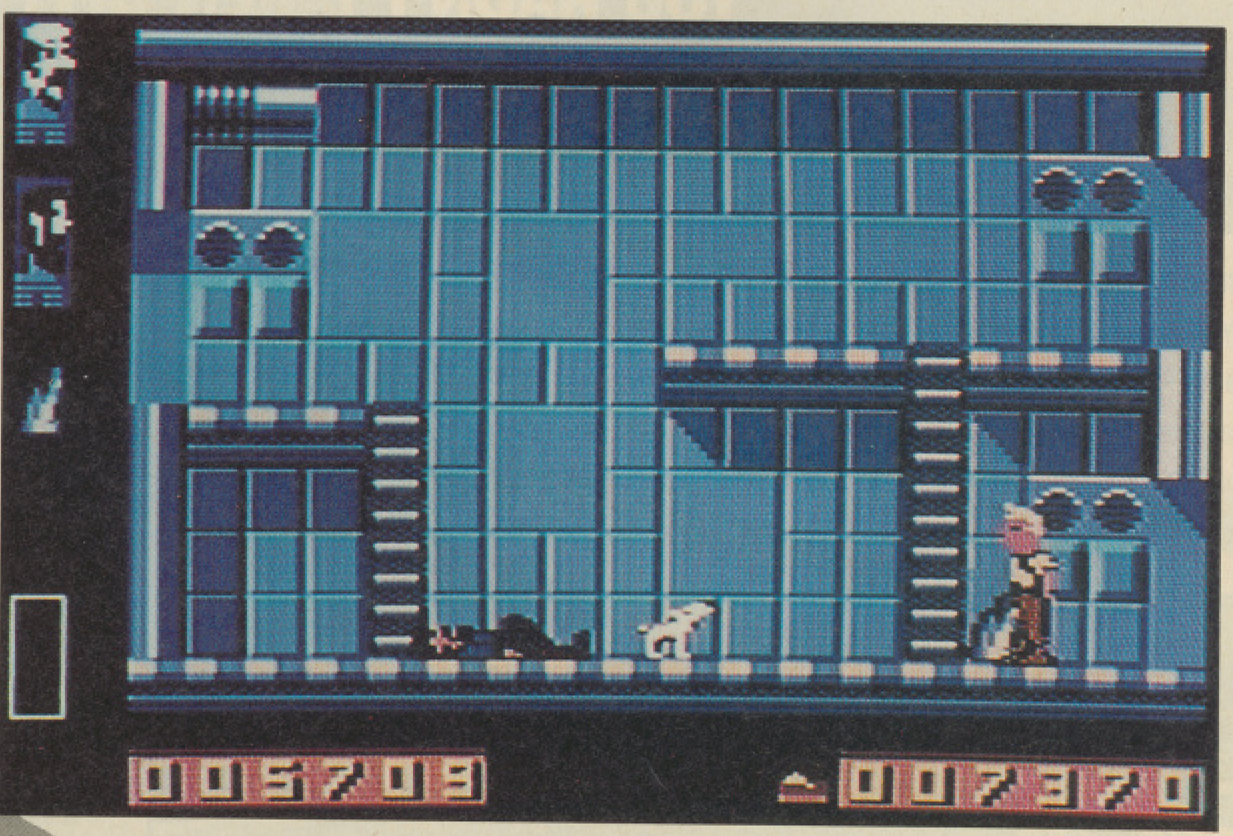


What can a little boy and a dog do in deep space together? Go take a cold shower and wash your brains out with soap, this is a family adventure. Tin Tin the ex-National Front member is aiming for the Moon and only some dodgy gameplay and the dastardly Colonel Boris stand between him and success.

After a brief countdown (unblemished by any of the standard computer failures and bad weather) the ship launches and the adventure begins. There are five sections to complete before landing on the moon, unfortunately all five sections consist of the same two sub-games.

The first sub-game sees our intrepid hero plus gang rocketing through space in their shiny red space ship. As you blast through the

Supplier: Infogrames
Price: £9.99 Cass £14.99 Disk



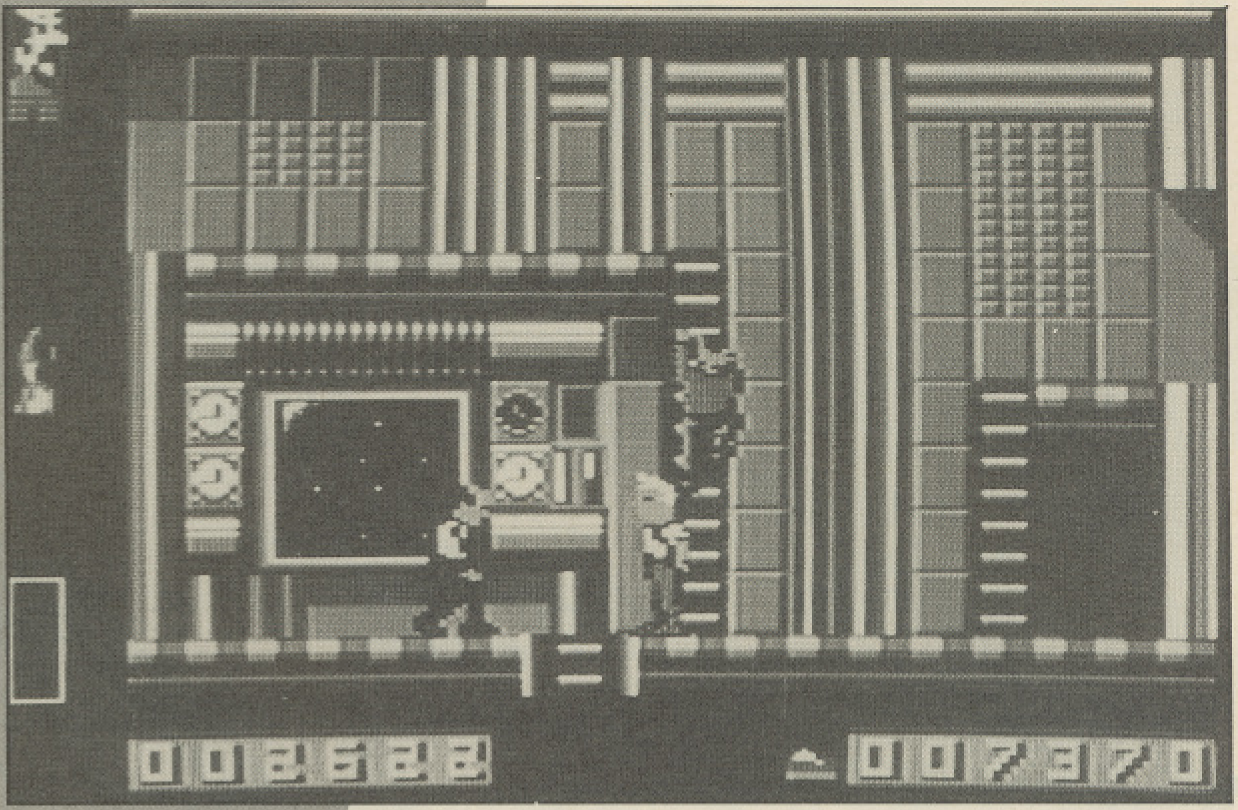
▲ **Tin Tin - alias Super Quiff Extraordinaire!**

void your energy depletes at an alarming rate. The only way to maintain and/ or increase your energy level is to collide with the mysterious yellow spheres which hurtle towards you. To complete the level you must collect a set number of the equally mysterious red spheres which behave in a similar manner to the yellow ones. To complicate the otherwise easy task the spheres are interspersed with a variety of coloured asteroids. Hit one of these and your ship tumbles out of control for a brief period and a sizeable chunk of your energy is depleted.

Collecting enough energy is vital to your success for in the second sub-game your energy still decreases but there is no means of collecting more. In the second sub-game you find yourself inside the ship. Here you must locate and revive your companions, fight fires and defuse bombs planted by the Colonel Boris. To achieve these tasks you dash from room to room, up ladders and along platforms. Your friends are found laying on the floor, running over them revives them. To defuse a bomb you run over it and to combat the fires you must locate the fire extinguisher and blast the flames. In some rooms you find bombs and fires on unreachable platforms. To reach the unreachable you hit F1 and the computer turns off the gravity, when over your target hit F1 again and you plummet downwards hopefully to success. Before you can complete this level and resume your journey you must locate Colonel Boris and squirt him with the extinguisher rendering him unconscious. As you progress through the five levels the ship interior increases in size. This larger area takes longer to explore and as a result you use more energy. There are two ways to lose energy rapidly in this sub-game; one is to fall and the other is to be on the receiving end of a laser blast from the Colonel.

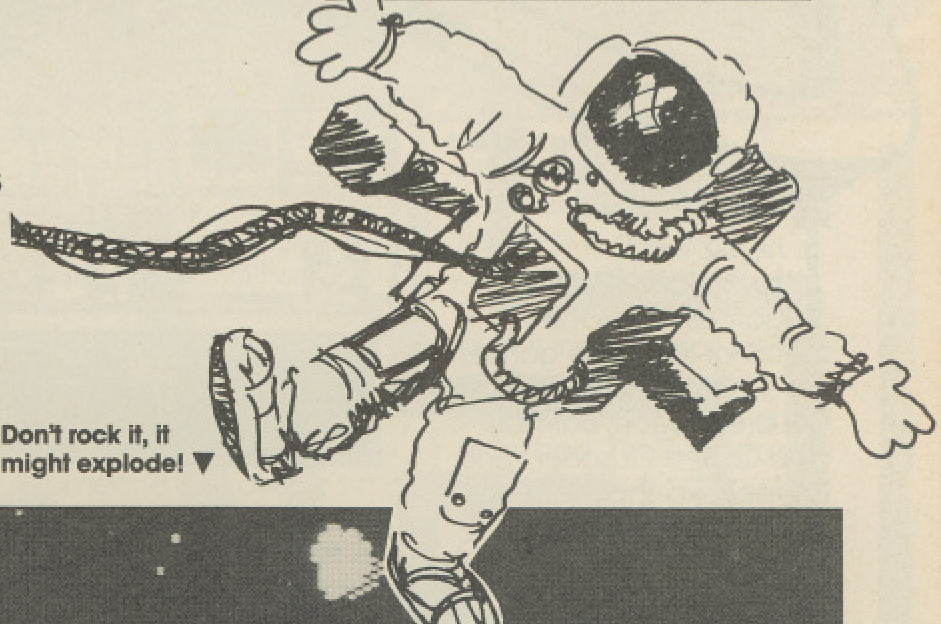
The final section of the game is landing on the Moon. Through judicious use of the ships engines you can apply enough force to land you safely on the Moon. Your remaining fuel is converted into points and everybody (except Colonel Boris) lives happily ever after. This is not a bad game but the lack of variety and the uninspired sub-games make this one game best avoided.

AP

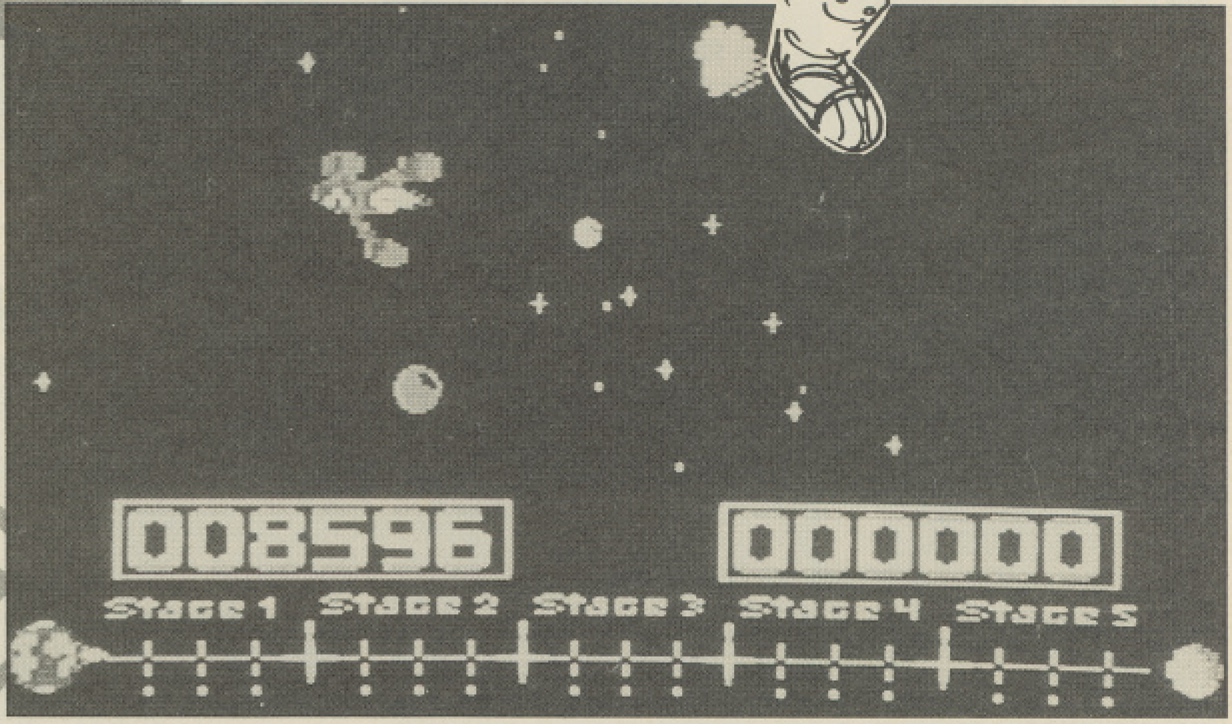


▲ **Super Quiff to the rescue, er... possibly!**

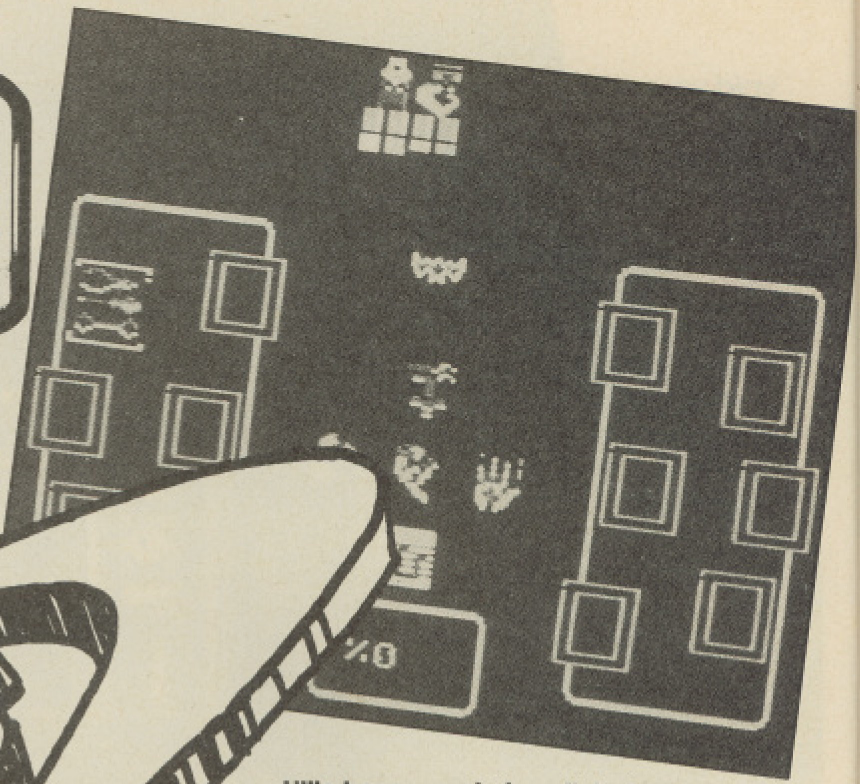
61%



Don't rock it, it might explode! ▼

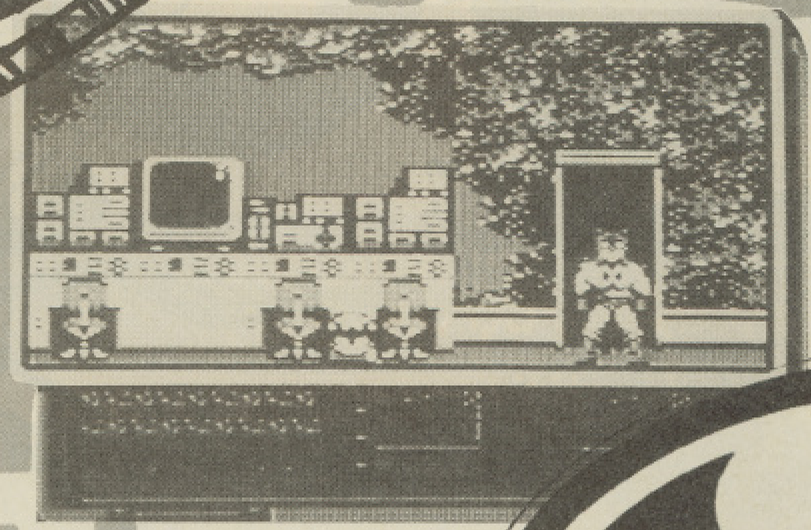


OCEAN

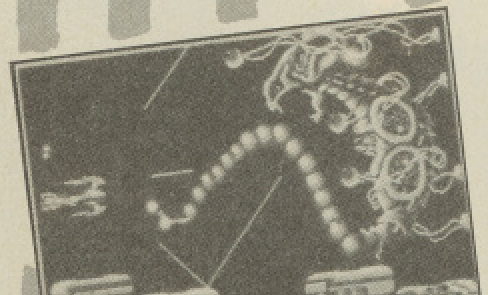

Little boxes made from ticky tacky! ▲

Supplier: OCEAN
Price: £14.99 (Cass)
£17.99 (Disk)

THE BIZ


Big bad Bat thang! ▶

The Biz is a compilation of past hit games. That's the theory at least. The games are Operation Wolf, Double Dragon, Batman (The Caped Crusader) and R Type. Two shoot em ups and two beat em ups.



Possibly the most famous of these is R-Type.

R-Type is a horizontally scrolling shoot em up. It is very similar in style to the arcade hit Nemesis. You control a ship flying over alien terrain. Swarms of ships fly towards you unleashing deadly firepower. Robots run across the landscape trying hard to destroy you. One touch of the bombs, the ships themselves or the landscape and it's curtains for you.

Luckily you're not defenceless. You are armed with a forward firing cannon. As you despatch the aliens they sometimes leave tokens behind. Pick these up and your power is increased. Some tokens merely upgrade your firepower, others speed up the ship or act as a shield. At the end of each level there is a huge monster. This is very difficult to kill requiring many hits. Should you die then you not only lose ground but all of your firepower.

R-Type still looks good and is playable today. Having said that, games have come a fair way since its release. It looks a little dated but is still the best on this compilation.

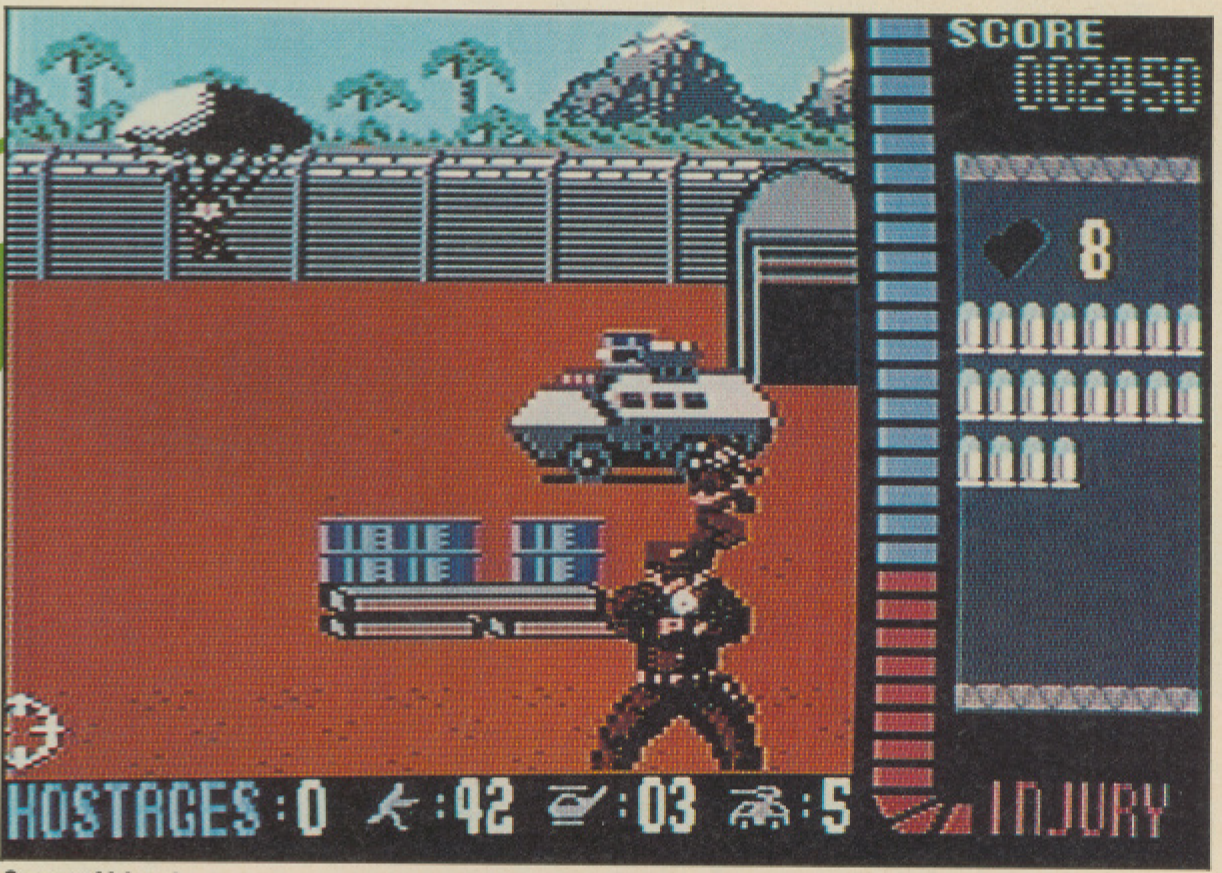
R-TYPE™

◀ Symbol of truth, justice and mass marketing!

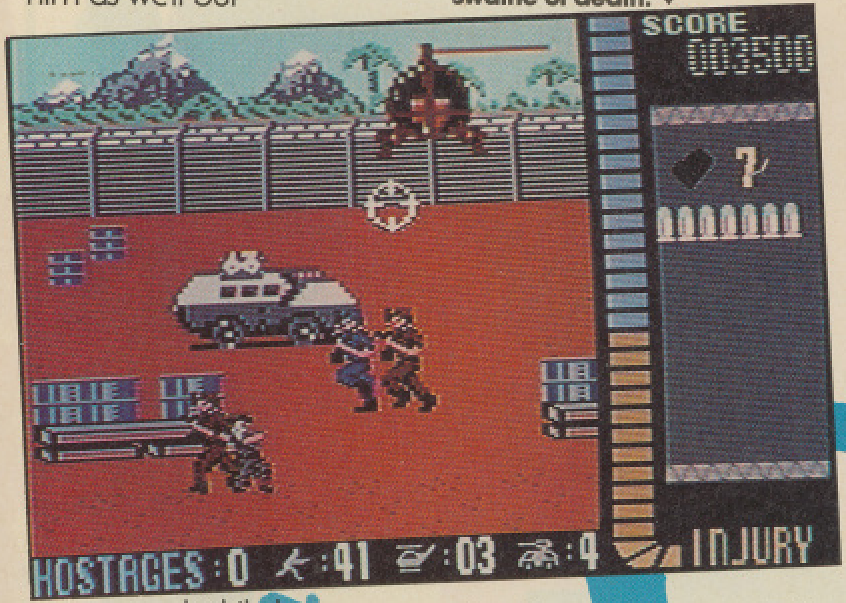
Batman the Caped Crusader is an arcade adventure. However, there is more than a hint of a beat-em-up feel to the game. Batman is represented in cartoon style graphics. He has two missions to complete. These involve solving problems around the

place. An item if picked up can be used to solve a problem elsewhere.

The graphics are nicely done, if a little chunky and uncolourful. Batman is nicely animated and punches especially well. The baddies are pretty nasty and will deplete Batman's energy on contact. Some shoot at him as well but luckily he can duck. Batman the Caped Crusader is a nice little game. Again the game type is more than a little dated, but the gameplay makes up for it.



▲ Gun toting flare wearer!



Spray of blood, swathe of death. ▼

Operation Wolf is another famous game. Roy Adams, Intelligence hero, must infiltrate the enemy camps. He must gather information; right wrongs; wrong rights; and blow things up a lot. The enemy are a bit miffed about this, though. They shoot at Roy, throw knives and grenades, deeply helicopters and tanks in the hope of stopping him.

Roy shouldn't be downcast by all of this attention though. He has a nice big machine gun. This makes short work of the men. However, he reserves his grenades for the tanks and copters. It'll take some practice to complete the various levels. The game is pitched at being quite a challenge so it will have long lasting appeal. The graphics are chunky unfortunately, but this doesn't really detract from the game. Nice but a little dated.

Finally comes the runt of the litter. Double Dragon is a no holds barred beat em to death. Marian (who presumably had some sense and got away early) has been kidnapped by the Shadow Boss. The Lee brothers (Jimmy and Billy, not Bruce!) have to rescue her.

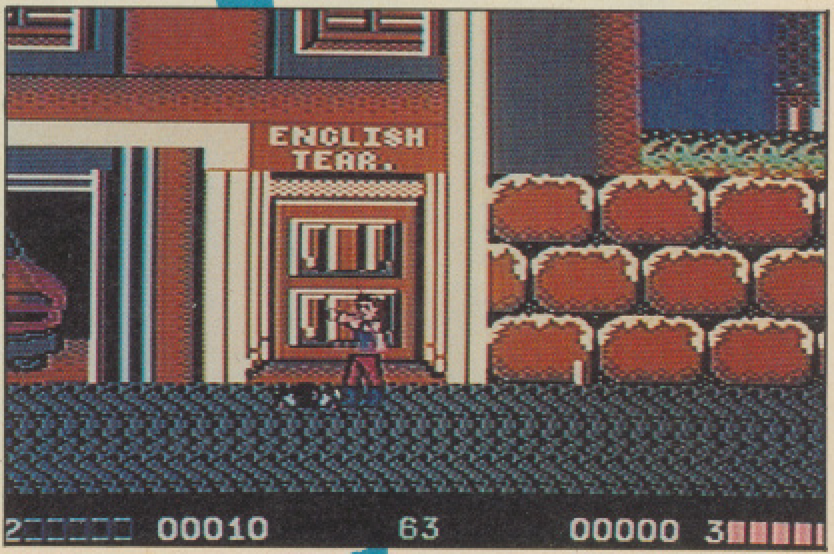
Bill and Jim can combat the evil gang alone or as a team. Either way they are badly drawn and animated, flickering occasionally. The moves they can perform seem quite limited, although there are extra weapons that come in handy. This game is just a little uninspiring. The graphics are distinctly flat when someone falls over. It's hard to tell if your enemy is doing a headbutt or is reeling from a dangerous blow.

77%

Double Dragon is the least playable, least impressive and least addictive of the four games. Don't play it, wipe over it instead. However, at fifteen of your hard earned quids The Biz isn't at all bad. The best game is R-Type so unless you like shoot em ups steer clear. One for fans of arcade games only.

ACC

I bet he wear hi-karate aftershave! ▼



SPACE HARRIER II

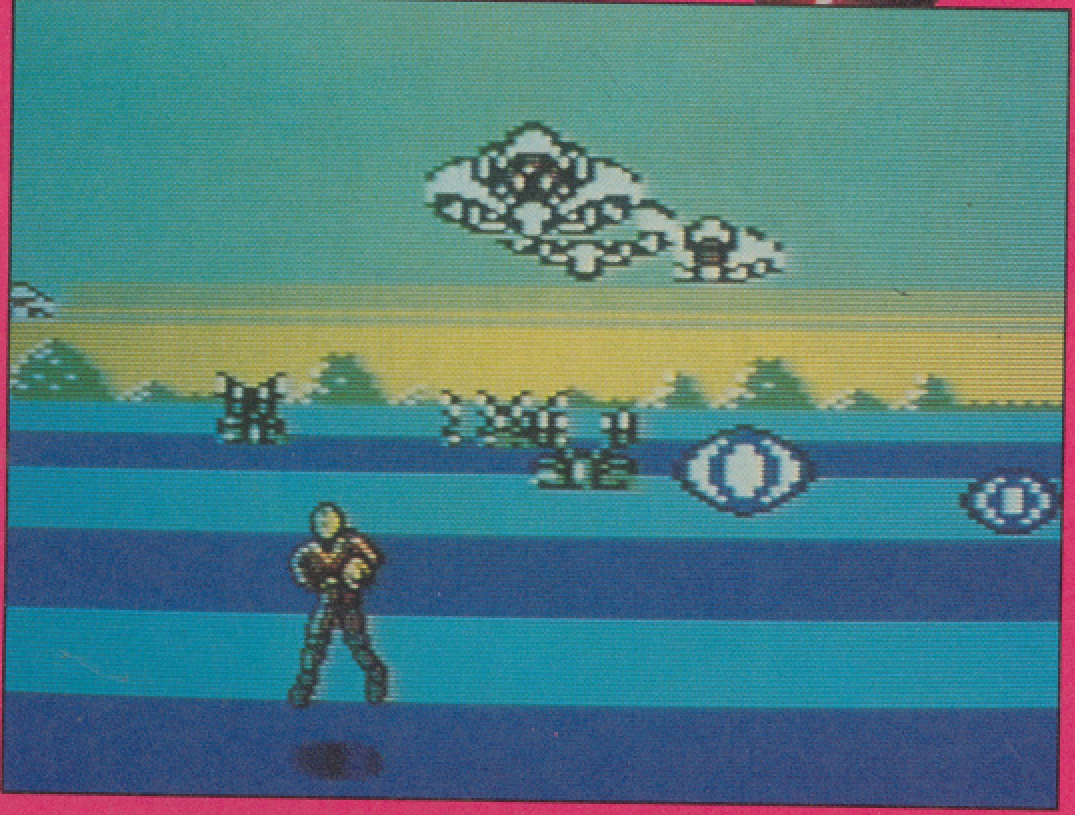


Supplier: Grandslam
Price: £9.99 (Cass) £14.99 (Disk)

The imaginitively titled Space Harrier II is the follow up to... Space Harrier of all things. Yup, the classic flying and running blast 'em up is back. Following the arcade machine's success, this release is the official conversion. The question on everyone's lips - is it good enough?

The answer is a cautious yes. The conversion runs at lightning speed on the 64. This is at least as fast as the arcade console. Objects fly towards you so quickly that you can hardly see them before you hit them, or they hit you.

The scenario goes like this. The alien nasties have invaded a variety of worlds. They're looking at the possibility of Universal domination again. This seems to be what every self respecting alien does



▲ "...And fire spat out from his groin to smite the beasties from beyond!"

on its bank holidays. However, as usual they've been spotted by the commission for stopping alien invasions. These bunch of kill joys don't want their planets invading so they've employed you to repell the usurpers.

Not being the stingy type they haven't sent you out unarmed. You've been

GRANDSLAM



74%

given a top of the range destructopak. This can deal a death blow to even the hardiest alien. As well as handing out multiple lacerations to the extraterrestrial fiends the pak can hover you above the planet's surface.

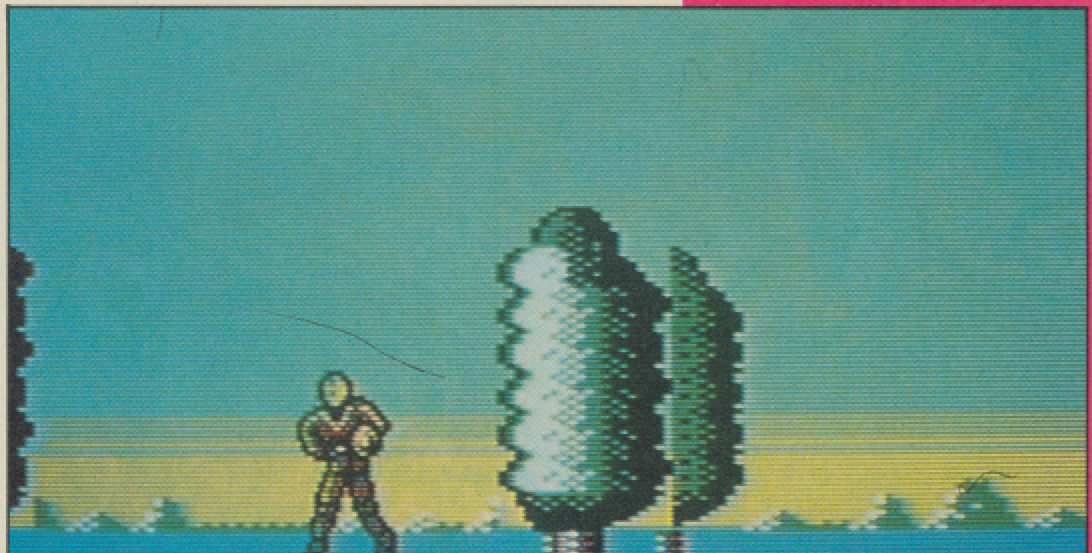
The aliens come in two basic forms, flying and running. The flying crew consist of Demon frogs, flying saucers and a multitude of mutants. On terra firma you'll encounter oysters, mushrooms and green squat doobries. But the intelligent life forms aren't your only problem. What with breaking planetary speed limits and weaving all over the place, static hazards pose a big problem. Colliding with trees, telegraph poles or pylons is very damaging to health.

At the end of each of the twelve levels is the obligatory guardian. All twelve of these desputants are very large, very evil and very deadly. This makes combatting them extremely hazardous. Any of the levels can be played in any order, but all twelve must be negotiated in order to irradicate the threat. Once you've done that, you're up against the Shadow Harrier, an evil doppleganger of yourself. These aliens never give up, it seems...

Space Harrier II is certainly a challenge to arcade freaks. The levels are increasingly difficult, no matter which order you play them in. The guardians are suitably big and nasty to give you some real hassles. This, coupled with the speed of the game makes it a hard core blasting experience. There is a freaky soundtrack which bops along behind the game, spurring you on to greater scores.

There is a bonus level after levels four and eight, assuming you survive that long. On the whole the game is quite successful. However, the graphics are what I'd term as dodgy. They don't flicker and there's no doubting their speed, but they don't strike me as being well drawn or much of an improvement over the original. I'd recommend it if you haven't got twenty new shoot 'em ups. But if you've got the original look at the new game first before shelling out.

ACC



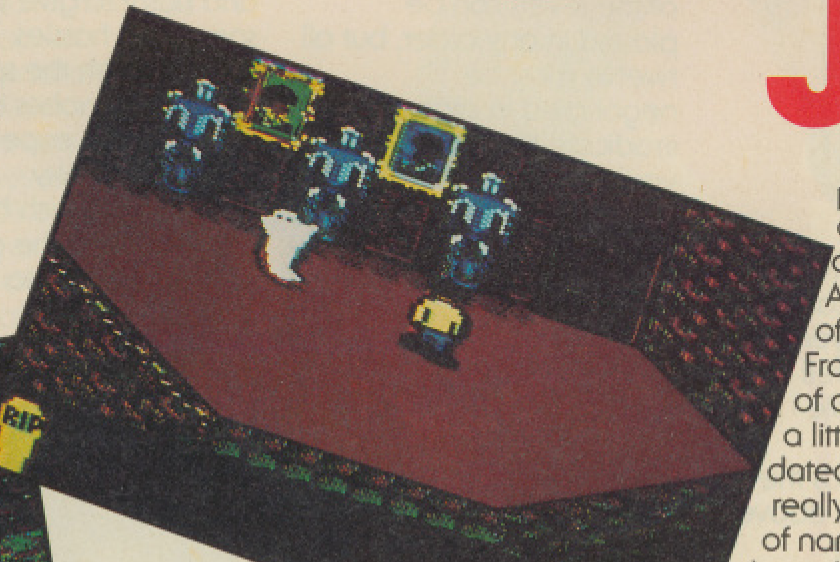
▲ **Tall oaks from small acorns grow - blast the acorns and cut out the middle man!**

bargain bucket

FRANKENSTEIN JNR.

Supplier: Cartoon Time
Price: £1.99

Frankenstein Jnr is an arcade adventure. Starring the son of our favourite monster, you have to rebuild Frank Snr. He is scattered around the building





(a creepy castle), and most of the doors are locked. Frankie must rush around getting the bits of his Dad and assemble them. All this time he is being chased by the varied ghosts and ghoulish monsters who destroyed his father.

Contact with the nasty undead reduces your energy. Should this reach zero his heart will stop and all is lost for Daddy. He must solve problems by using objects in true arcade adventure style.

And all in the name of Paternal love.

Frankenstein Jnr is a bit of a sad effort. It looks a little jaded and dated, not surprising really. This type of name had I thought been buried



forever.

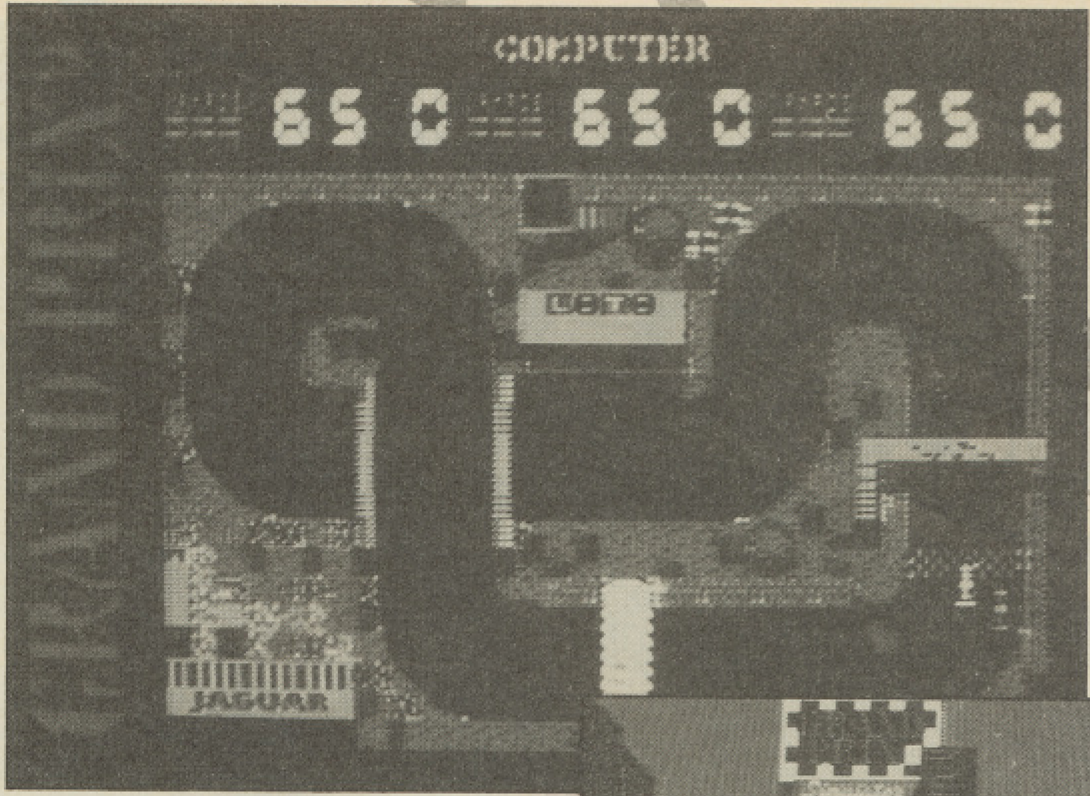
But it's been 'resurrected' by Cartoon Time. One for fans only.

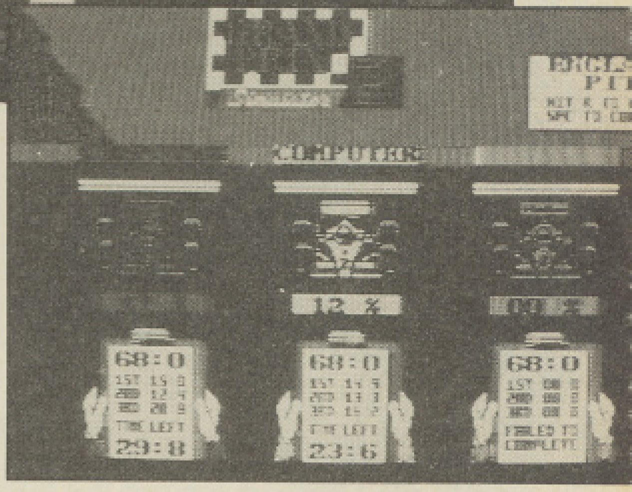
ACC

62%

Supplier: Codemasters
Price: £1.99

GRAND PRIX SIMULATOR 2





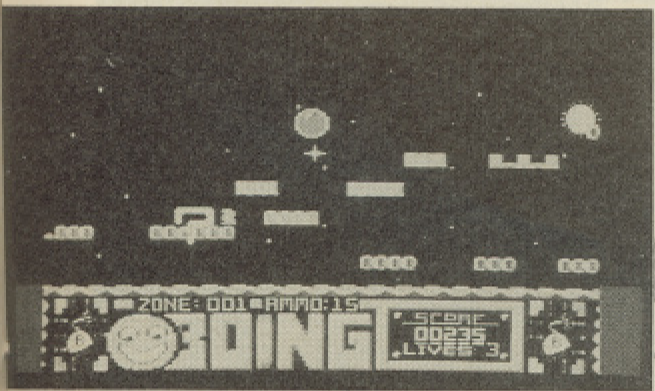
Grand Prix 2 is the follow up to the successful game by the Oliver twins. It picks up where the original left off in terms of gameplay and is losely based on the Sprint arcade games from Atari. The updated game features new tracks, a bonus time feature and three player option.

Unlike its predecessor, in Grand Prix 2 the time left over on the previous track is added to your time for the next. This makes racing on the harder tracks slightly better. In order to qualify you'll have to come in the first three cars. Miss out and it's game over. There is a damage meter and should it reach maximum you're out.

And that's it. Not marvelously exciting but quite playable. The graphics are fairly nice but not spectacular - like the game really.
ACC

74%

BOING!



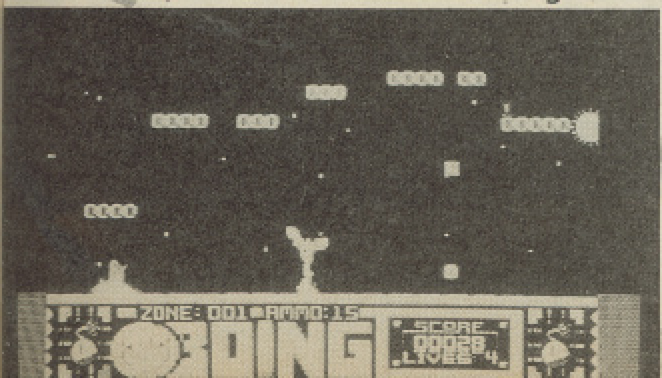
Supplier: Hi Power
Price: £2.99

Boing is a cheerful little chap. Bounce, bounce, bounce all day long. Unfortunately, he spent all of his time bouncing when he was young. Thus he didn't learn to swim. So Boing has to negotiate the platforms and machines that make up the strange world he lives in.

Falling into the water is of course fatal. Boing's future security is somewhat lessened by contact with machinery too. And the flying aliens don't help much. Luckily Boing is armed with the latest shock proof bounce resistant laser. He can despatch the aliens with it to abandon.

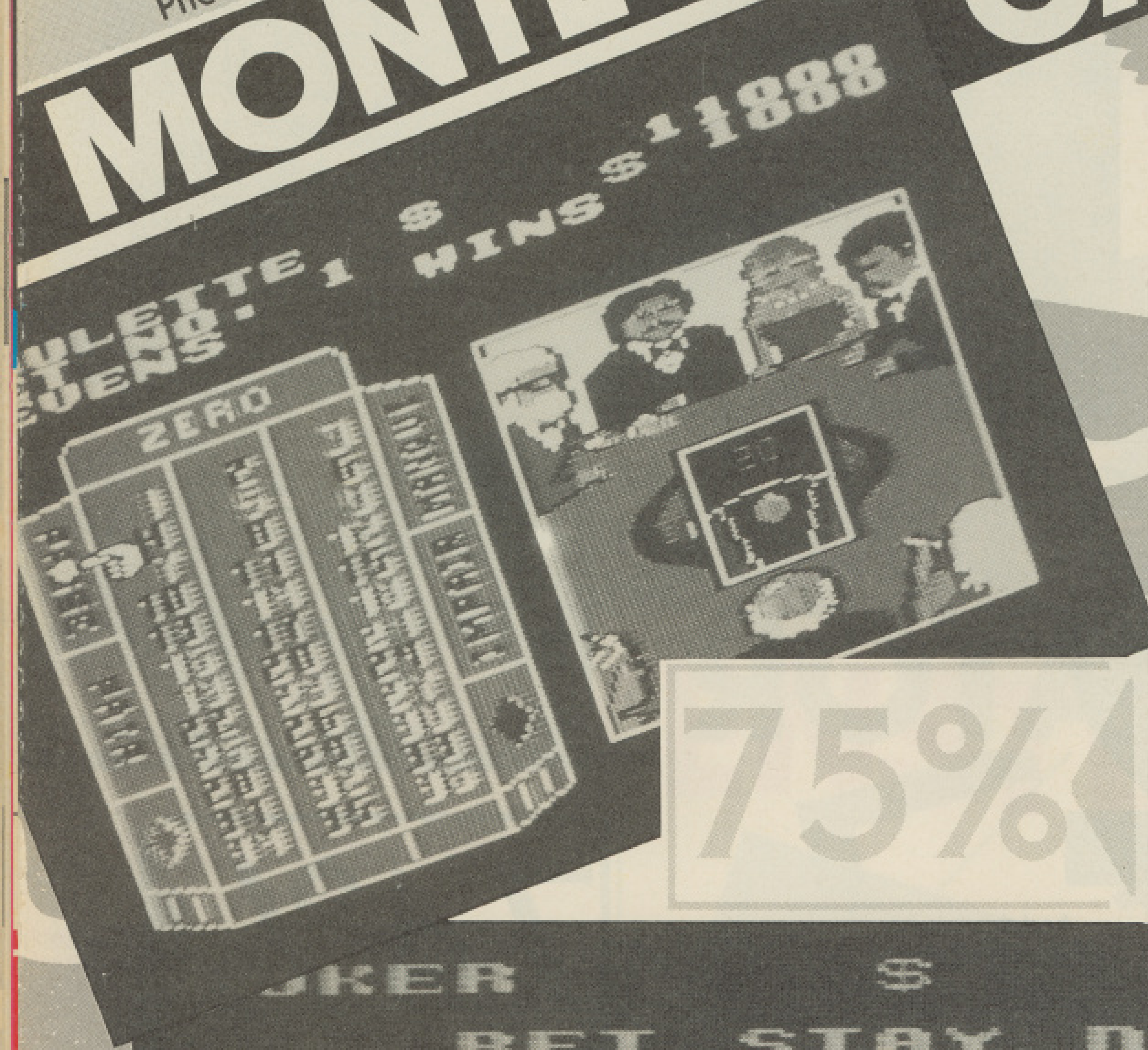
Boing is a nice little game. It's almost inoffensive (unless you're an alien) and very cute. The graphics are nice and chunky looking and the music is pleasing to the ear. A good budget game. But very hard.
ACC

82%



MONTE CARLO CASINO

Supplier: Codemasters
Price: £2.99

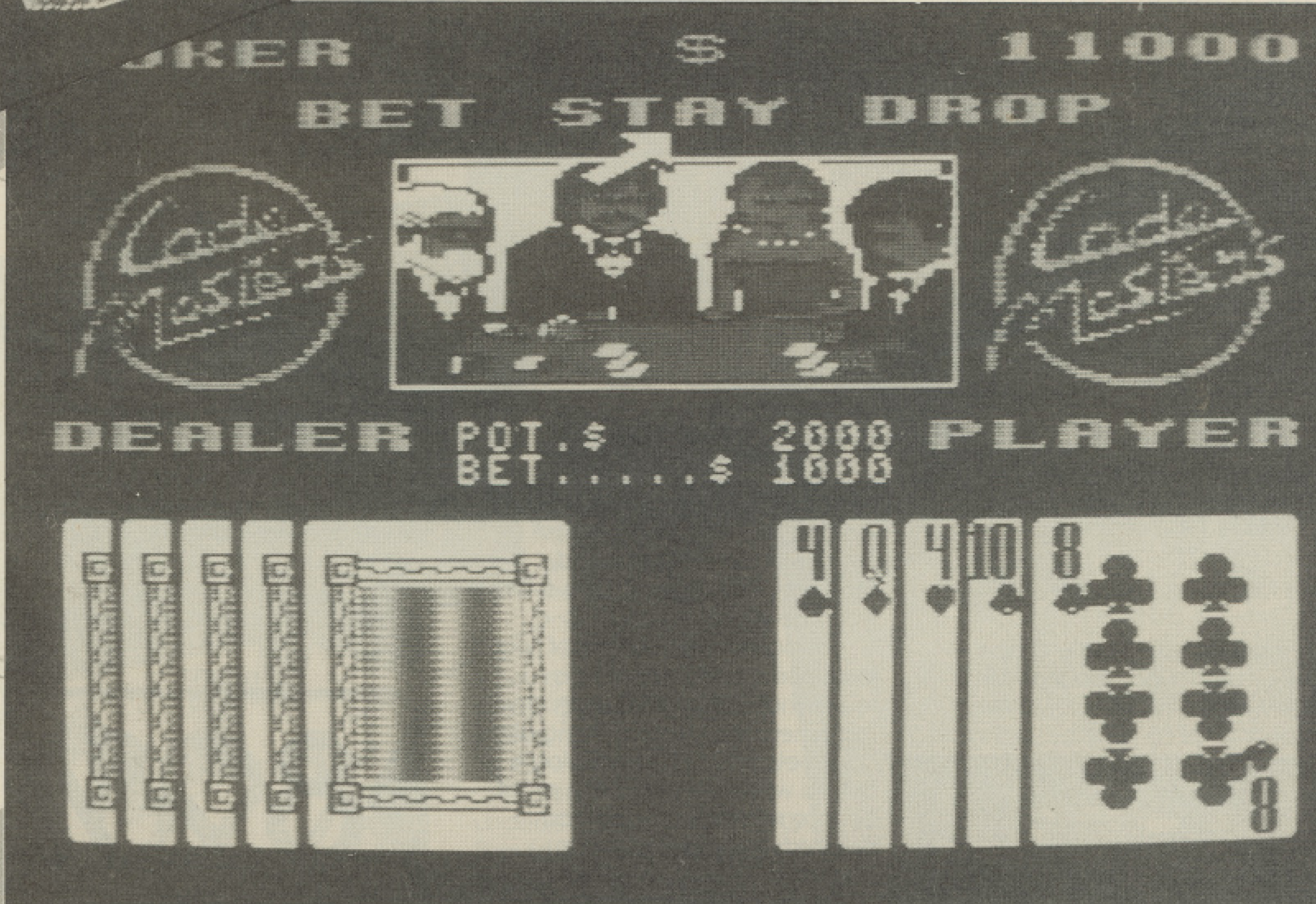


75%

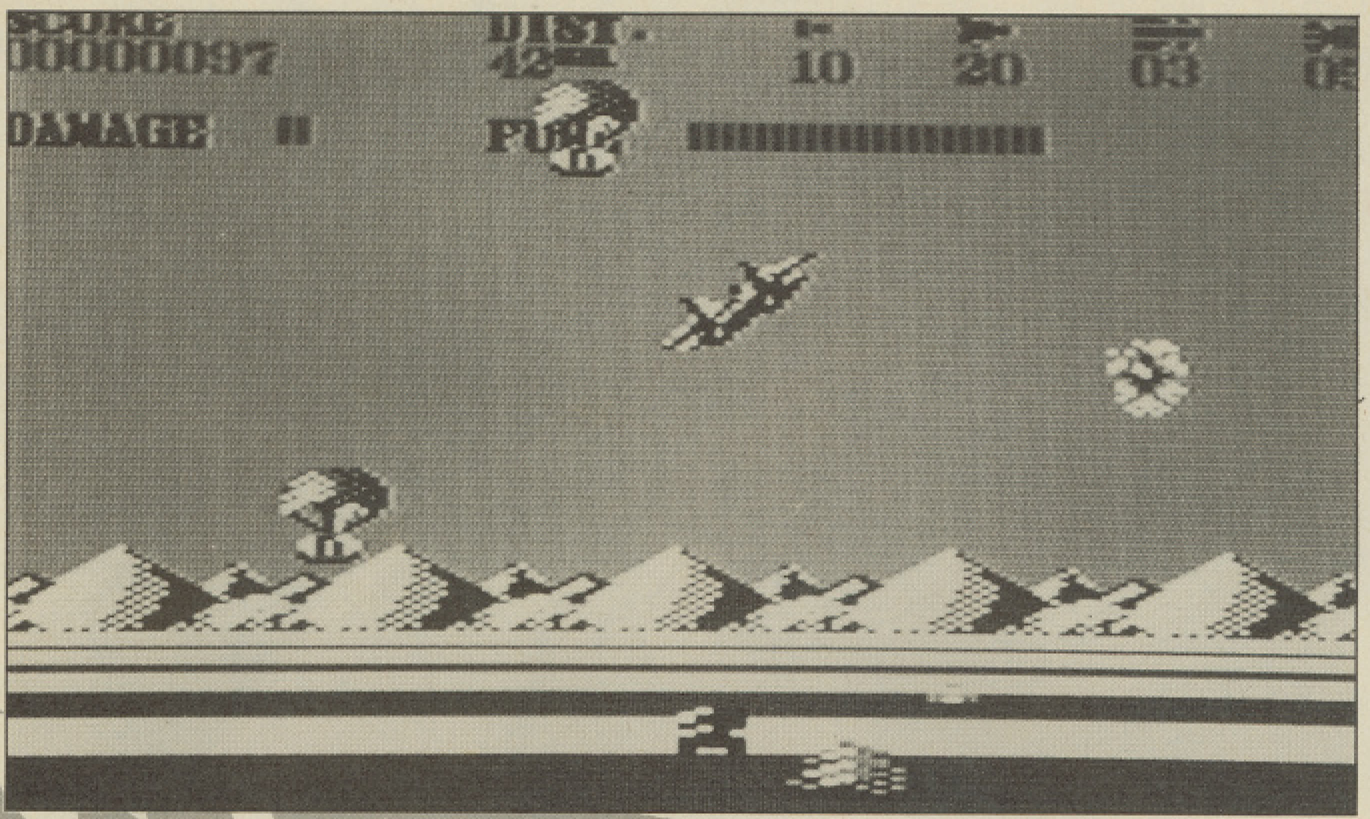
Monte Carlo Casino is a nifty little gambler's paradise. It features five gambling games. They are roulette, craps, blackjack, five card poker and a fruit machine. At the start of the game you have $10,000 to spend. The minimum stake in each game is $1,000. This includes the fruit machines!

The roulette is very well done. All of the features of the real thing are there including the more obscure bets. The wheel spins and each bet is shown again and whether it has won or lost. The poker plays a reasonable game but is not very exciting. Blackjack is okay but not brilliant. The craps is very dull and retains no resemblance of the real thrill. The fruit machine is quite nice but I would have like to have had a lower cost and lower payout option.

Overall, this is quite a successful attempt at what is a dubious subject to convert to computer.
ACC



MIG 29 SOVIET FIGHTER



Supplier: Codemasters
Price: £1.99

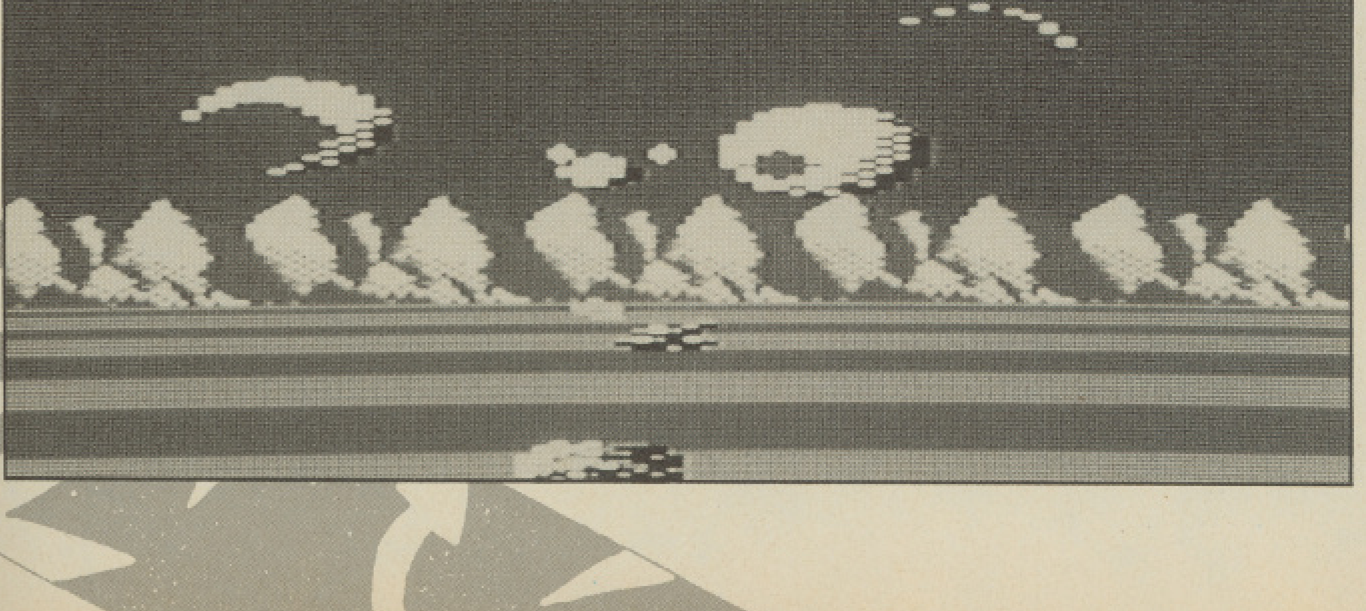
This somewhat dubiously titled little game is another Codemasters game with little original. Yes, this game is remarkably similar to the arcade hit Afterburner. You must avoid being hit, running out of fuel or ammo. As well as machine guns you have air to air missiles, bombs and a nuclear warhead. This acts as a smart bomb which kills all the enemies on screen.

Up against you are helicopters, enemy planes and anti aircraft fire. Various parachutes fall in to resupply your plane. These include fuel, ammo and bonus letters. Miss any of them and your test becomes far more difficult.

There are several levels to play through so you'll be kept busy for quite a while with this one. Another totally exciting game from Codemasters (yawn). It's about time they released something a little different.

ACC

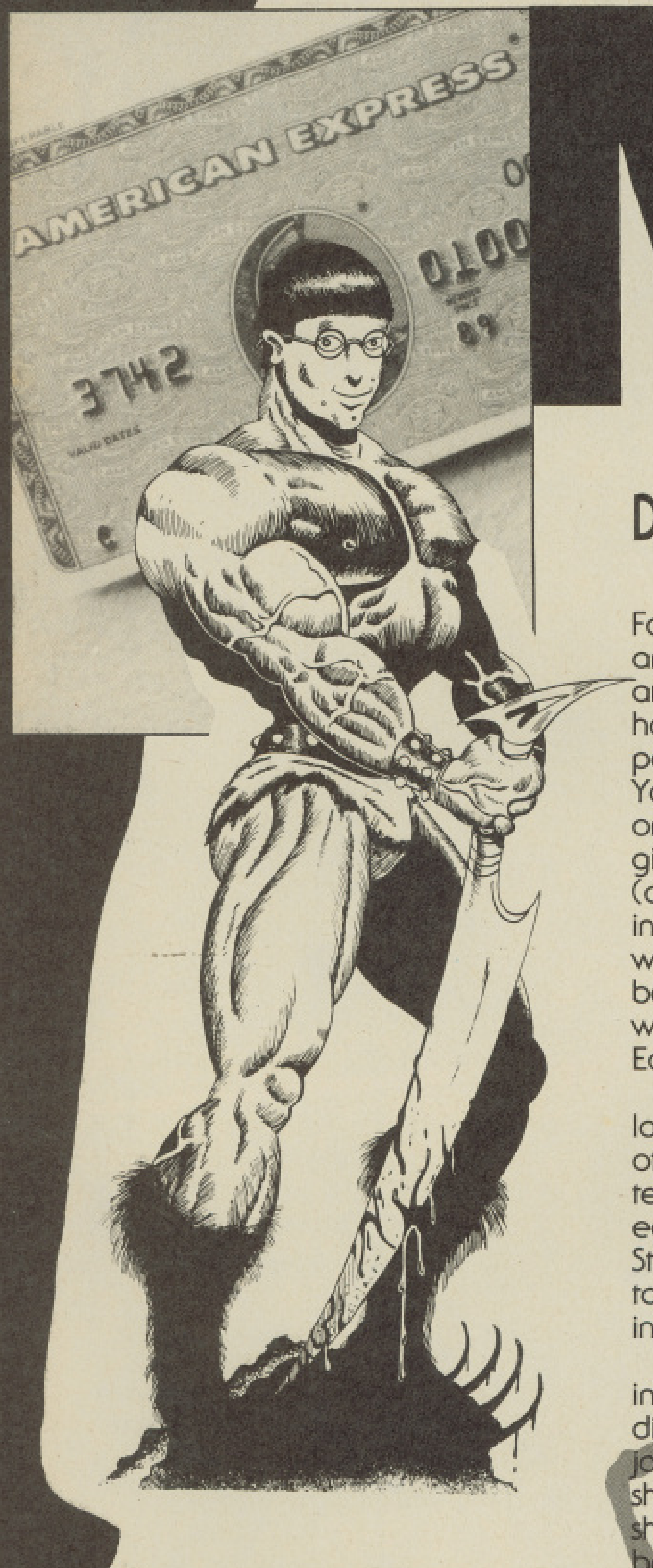
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Dragon Wars

Following the tradition of Barbarians and Mercenaries the world over, you are off in search of treasure. Rumour has it that the land of Dilmun is a paradise. The streets run with gold. Your every wish is granted and no-one wants for anything be it boy/girl/llama/2-4-2 diesel engine (delete as required). Boy, were you in for a surprise. This is fairly obvious when you think about it. It wouldn't be much of an adventure otherwise would it (apart from the llama - Ed).

Just as your barge is about to land, you are boarded by city officials who promptly take every tenth person for the dragon equivalent of Pedigree Chum. Stripped naked, you are flung together with the rest of the survivors into a slum called Purgatory.

Obviously, survival is the first important step together with the discovery of a +2 armoured jockstrap or similar to hide your shortcomings (what do you mean short? - Ed). (Alright, I know I was boasting in your case but a bit of flattery to the editor never went amiss). Once equipped, four of you decide to gang together and seek your revenge. It doesn't take you long to discover that the current Mr Big is someone who calls himself Namtar.

The game is written by the same people who wrote the Bard's tale series and indeed, you can transfer over characters from these games albeit in a modified form. There are however important differences, not least in that a lot of the best ideas from another RPG vis Wasteland have also been included.

Character design is straightforward. Only humans are allowed and you distribute a set number of points between strength, dexterity, intelligence, spirit and health. In addition, each of your characters can train in a range of skills. The key to the game is to have a good blend of skills across the party. No one character can do everything. Typical skills include all the different weapon groups, bandage,climb, swim, pick locks, various types of lore, bribing officials and magical skills. As you become more experienced, so you can either learn new skills or improve your existing ones.

Magic is interesting as it has been banned throughout the land. There are four types of spell casting; low magic that everyone has to learn, high magic, sun magic and druid magic. Even though you have learned the skill, doesn't mean that you can cast spells. All magic users have been forced underground and have taken their spells with them so that you must find a scroll with the spell on before you can use it.

The basic combat system will be familiar to anyone who has played Bard's Tale. Groups of monsters appear at various distances and you can attack, dodge, use an item, cast a spell and so on. Should you feel like it, you can opt for a more detailed set up which gives you a few more options to play with.

Up to three extra characters can join your party. These can be creatures summoned by your or fellow adventurers who are prepared to join your cause. Throughout the game, you are referred to certain numbered paragraphs that detail certain events or add extra detail to the descriptions.

Finally, and possibly the most useful feature within the game is the automap routine. No more getting cross and screwing up sheets of graph paper when your tunnels don't meet, One important effect of having the map drawn for you is that you can see where you haven't yet been. It is vital that you move over every single square in the game.

Greetings fellow kobold killers and welcome to another mix of your two favourite subjects; trains and trolls. Only one game reviewed this month but it's a pretty good one so dust the cobwebs away from the space between your ears and pay attention.

Remember,there is an award each month for the most pathetic letter received. There is an old proverb that goes something like this. Question. What has an IQ of 144? Answer. A gross of YC readers. So why not put pen to paper and see if you can win the coveted Dragon Bottom Biter of the month title.

VENTURES

Dragon Wars is an excellent game and one that I strongly recommend. The use of skills within the game adds an extra dimension to the traditional hack and slash routines and the story line flows a lot better than the original Bard's Tale series.

Dear Mr Barbarian

I think that your column is great and that you are the best thing to happen to adventures since the Flying Scotsman was taken out of service.

Peter Maxen, Plymouth

Dear Peter,

Shut up you sycophantic little git. Crawling like that is one sure way not to become DBBOTM. Do I have to spell it out. Only bribery works..

Dear Sir,

Barbarians are renowned for having more brawn than brain. Train spotters feature in the evolutionary scale somewhere just above slugs. Yet some of your writing seems to involve a modicum of grey cells. How do you explain this apparent paradox?

Dave Poggridge, Bury St Edmunds

Dear Dave

Consider the following:

1 All rules have exceptions
2 Statement one is a rule
3 Therefore statement one much have an exception
4 Therefore all rules do not have exceptions

Does that simplify things for you? Good, because I expect a two page discussion by you for the next issue. Alternatively, write an essay in my top ten train numbers and why. This sort of banality is certainly a worthy winner of Dragon Bottom Biter of the Month.

Dear Sir or Madam,

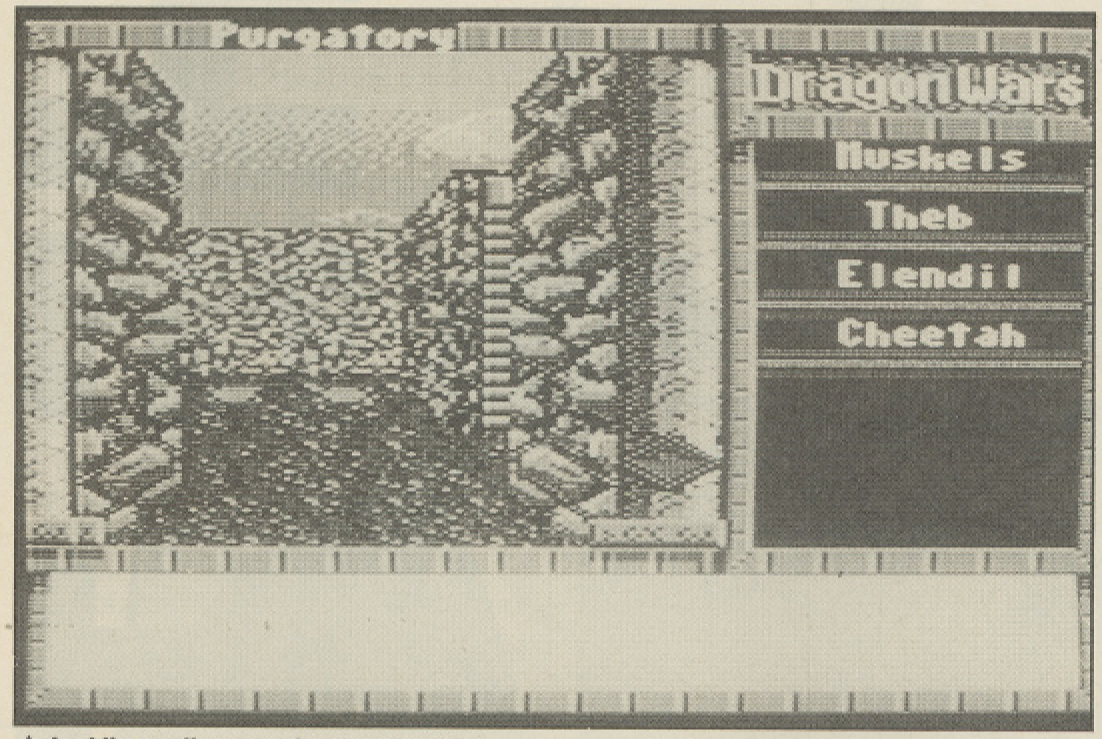
I have just read the so-called drivel that you now call an adventure column and I have just one question, why?

Squiggle, Coventry

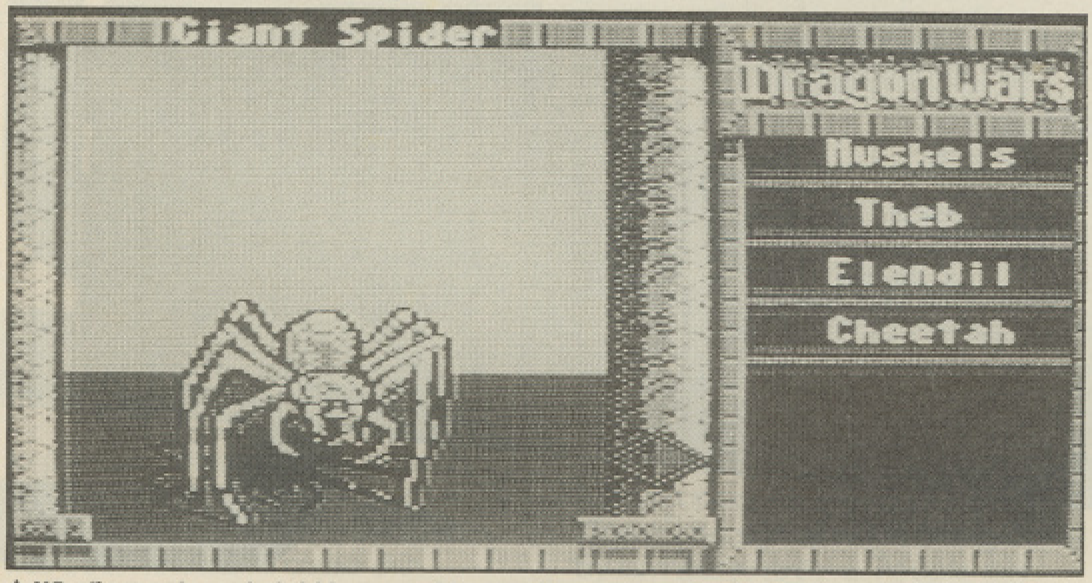
Dear Squiggle,

Sorry I can't be more polite but I can't read your signature. The answer is simple. Because.

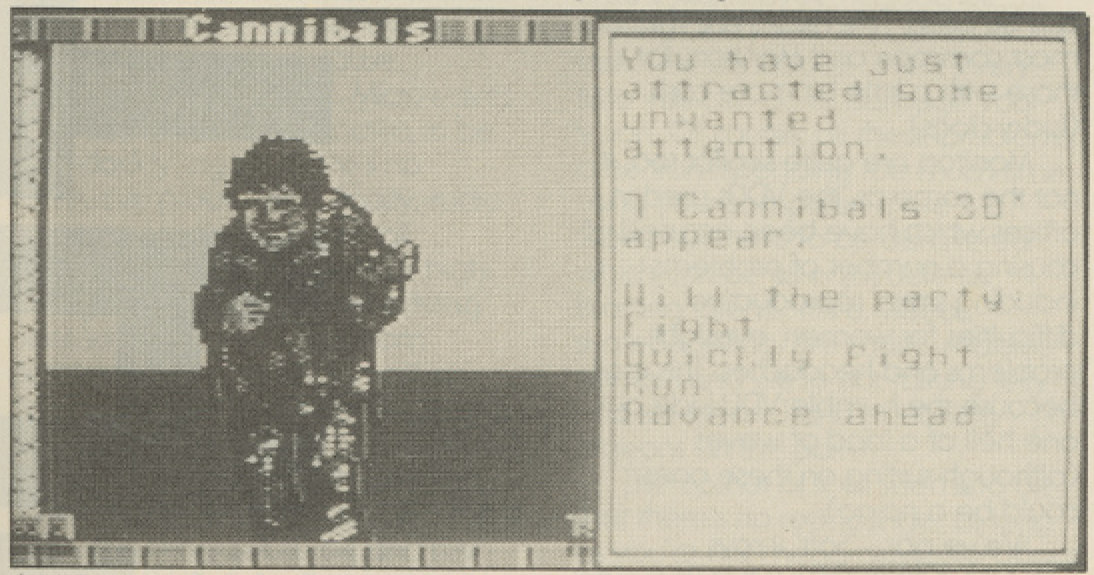
That's all for this month. May you never see the inside of a purple worm.



▲ **And the walls came tumbling down!**

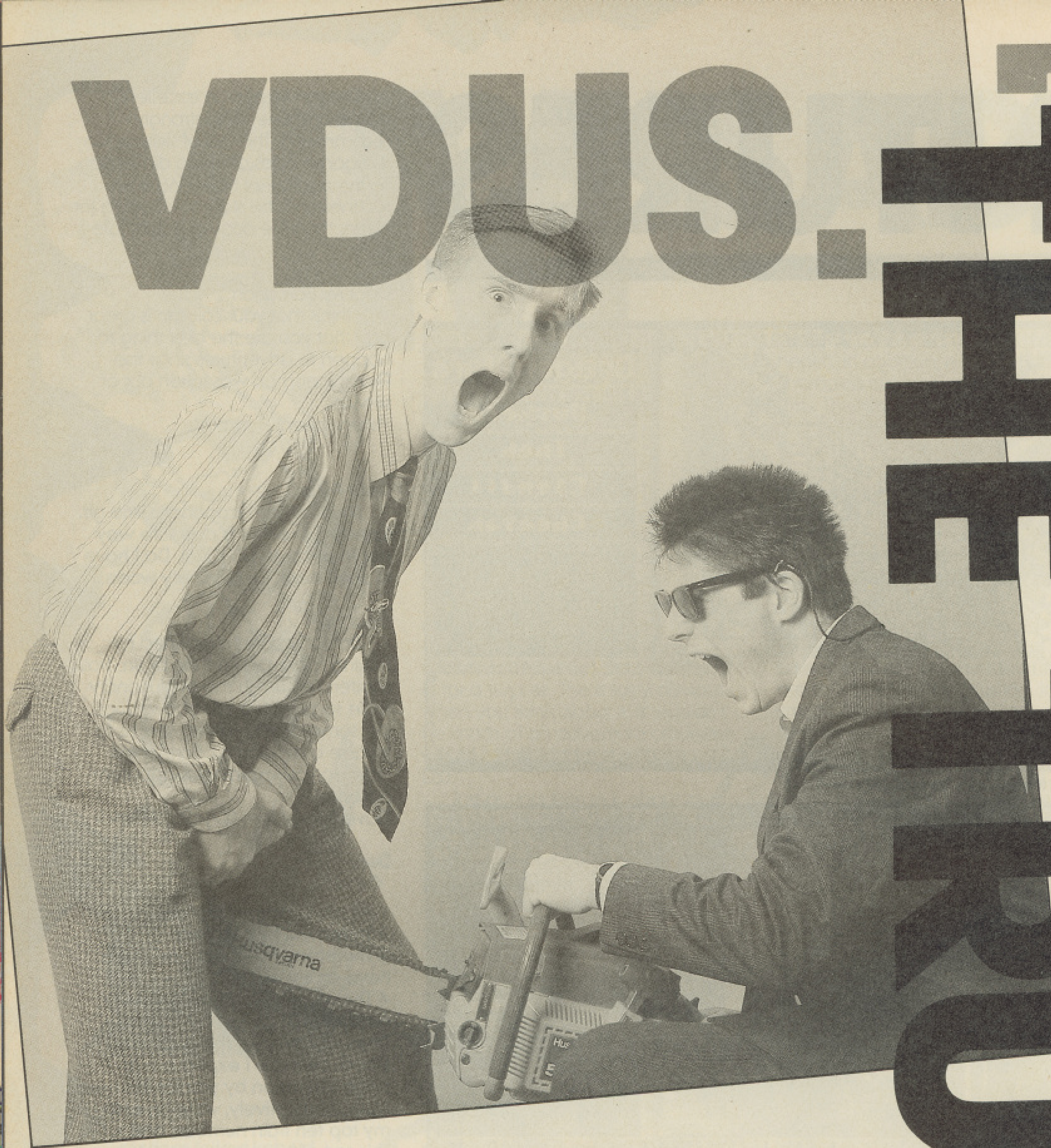


▲ **What's purple, got eight legs, and is crawling up your leg?**



▲ **Looks like a Camden Town resident!**

VDUS. 'THE TRUTH'



The express train of technology thunders ever onwards to the station of the future with half of us clinging onto the sides, trying not to fall off, and the other half running behind, attempting to keep up.

Things move so fast that people don't really consider a product's disadvantages before it's out on the streets and being used by you or I. This can be said about the thing we all take for granted when using a computer... the screen.

Using a home computer, such as the Commodore 64, means there are any number of screen types that can be used: Televisions are the most common and Monitors, for those with a little bit more cash (lucky dogs).

Monitors are quite similar too, if not the same as, the VDUs used in offices which have been accused of causing a number of problems including stress, reproductive difficulties for women, eyesight problems and headaches. This is all because the humble VDU kicks out one hell of a load of waves (although surfing on these ones could be a no-no).

We've got... 'Soft' x-rays - nobody really knows what x-rays do

10 WAYS YOUR COMMODORE *COULD* KILL YOU...

1. The computer could fall on you (from about 100 feet)
2. The Monitor/TV could fall on you
3. The Monitor/TV could explode
4. The computer could explode
5. You could explode
6. The keyboard could become "live" and electrocute you
7. Aliens could land seeking homicidal revenge for the deaths of their friends in all those shoot-'em-ups
8. You could play with it in the bath and get electrocuted
9. Through playing a game about the occult you could become horribly obsessed and sacrifice yourself at Midnight
10. You could play US Gold's *original* OutRun and die laughing (or crying)

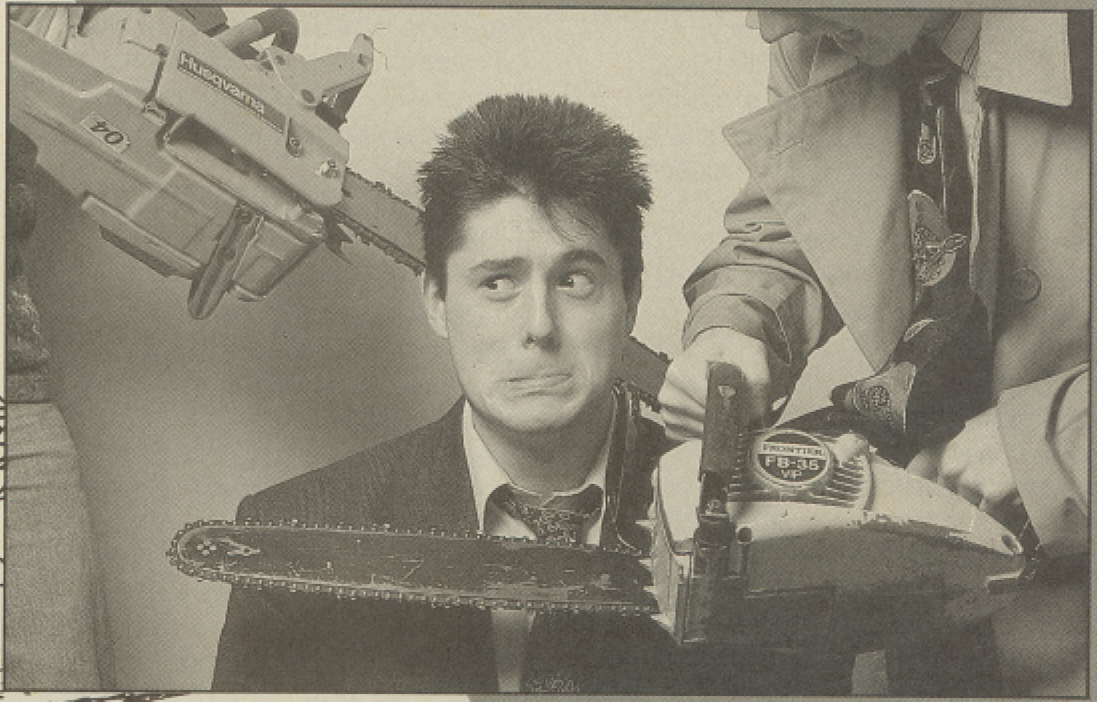
10 THINGS MORE DANGEROUS THAN YOUR COMMODORE MONITOR/TV...

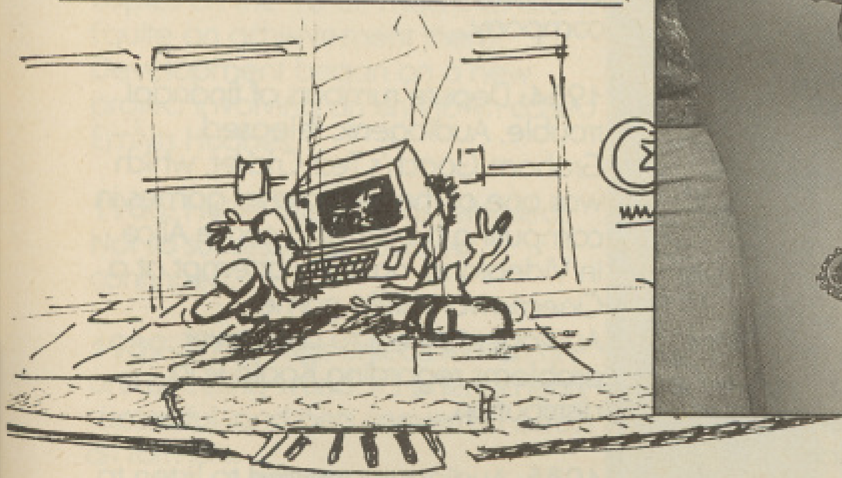
1. Cars
2. Meteorites
3. Lightning
4. Street violence
5. Sunbeds
6. Sharks
7. Chainsaws
8. Tube lines
9. Lions
10. Accountants



▲ **Chainsaw fighting is considerably more dangerous than VDUs.**

▼ **Ashley is about to find out why!**



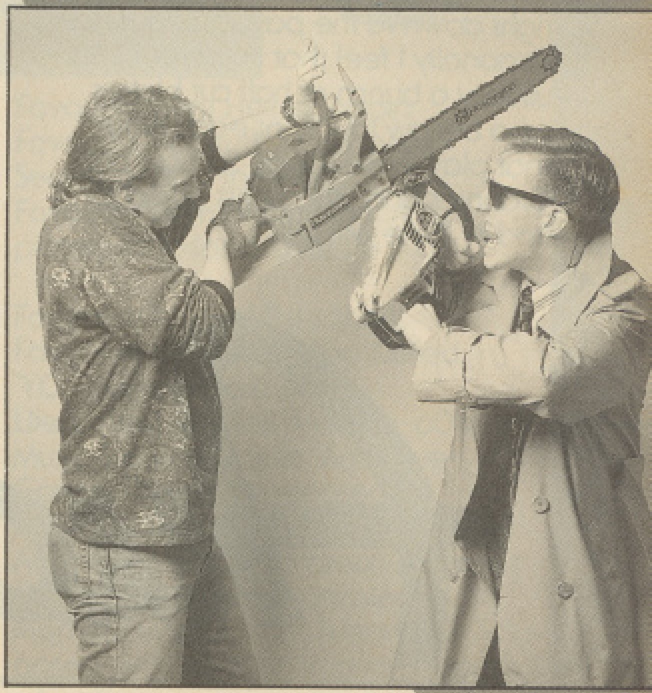


to people, although it is generally agreed that too much of them is dangerous... Ultra-violet radiation has been known to cause skin cancer (as in hot countries and those with a hole in the ozone layer)... Infra-red - heat - can cause drowsiness or irritability... Microwaves (yes! as in ovens!) are known to be a bit dodgy, again, there's no conclusive proof... and, finally, radio-frequency radiation which all appliances kick out as well as high-voltage power lines. People living near such lines can suffer from problems like depression and a greater chance of cancer or general illness.

Now, you're probably asking yourselves, how does this affect me with my Commodore 64 and my colour TV. Well, the only problem could be your eyesight, although Dr Robert Linsky, an Optician says "There's no sign of harm being done by computer screens. People get tired eyes, maybe headaches... a feeling of dryness... it's not a natural task." He concludes: "there's very little you can do to damage your vision. Of course, all these problems arise from spending *too much* time using your computer. There is a world out there to be discovered which *can* be as enjoyable as blasting aliens... films, videos, skateboarding, live music, massive parties (and we're not talking jelly and ice cream) and poisoning pigeons (in the park).

The upshot of it all seems to be that there's no real danger as long as you're not mega-obsessive about it! Yea! Pass the joystick!

▼ **It's not as harmful to the eyes though!**



CABBAGES AND KINGS

Having saved itself from impending bankruptcy, disaster and Emlyn Hughes' Audiogenic is now a prolific software house again. It is now a one-man ownership as opposed to a three-man when Supersoft stepped in. That man is Peter Calver. He told YC that the company is starting a new policy.

"We're aiming to produce games that don't alienate anybody. No matter who you are, young or old, male or female, we want you to be able to associate with and play our games. We've scrapped several projects in the past because they haven't worked out as we'd hoped. If we don't think a game is good then how can anyone else?"

It is looking at producing games which have gameplay, are fun and not over complex. The first of these is Emlyn Hughes' Arcade Quiz which emulates a pub style quiz game, right down to the payout sequence. Personally I feel that in the pubs it's usually a bunch of half cut blokes who bellow loudly at each other that play these things. So how are Grannies and little sisters going to find it? Time will tell.

Also still under development is the Lone Wolf licence. This is about as new as sliced bread, but the game will eventually appear. Don't hold your breath though!

AUDIOGENIC: A POTTED HISTORY

Audiogenic in its current form has been operating since 1985. However, its roots are really far further back than that. Digging around its ancestory revealed a few creepy-crawlies. Are you sitting comfortably? Too bad.

1978: Supersoft is born. In those days it was as alive as a cross between a spider and a sixteen ton weight. By now Audiogenic was operating as a duplication company.

1979: Audiogenic began duplicating computer software. Supersoft was well, being Supersoft.

1981: Audiogenic decided to distribute American software. This brings it to the conclusion that software is a good thing to be in.

1982: It released Spiders of Mars. Wow, someone get the bug spray...

1983: Grandmaster Chess was Audiogenic's masterpiece this year. It beat all comers out of sight in an early computer chess competition. Supersoft became a full time concern instead of an Attic Attack company.

1984: Depsite rumours of financial trouble, Audiogenic released Graham Gooch's Test Cricket, which was one of the best cricket games in computing history. Also came Alice in Videoland, an early attempt at a Cinemaware style game. Audiogenic went to court over problems regarding Koala Pad distribution.

1985: Audiogenic started to listen to the rumours about its bankruptcy. It gets bought out by Supersoft and the new Audiogenic is born, becoming more or less a BBC/ Electron company.

1987: Audiogenic releases that the 16-bit market looks promising. So it releases Impact, and sells tonnes of

Audiogenic

◀ **Our house, in the middle of our street! Our house, is our castle and our keep!**





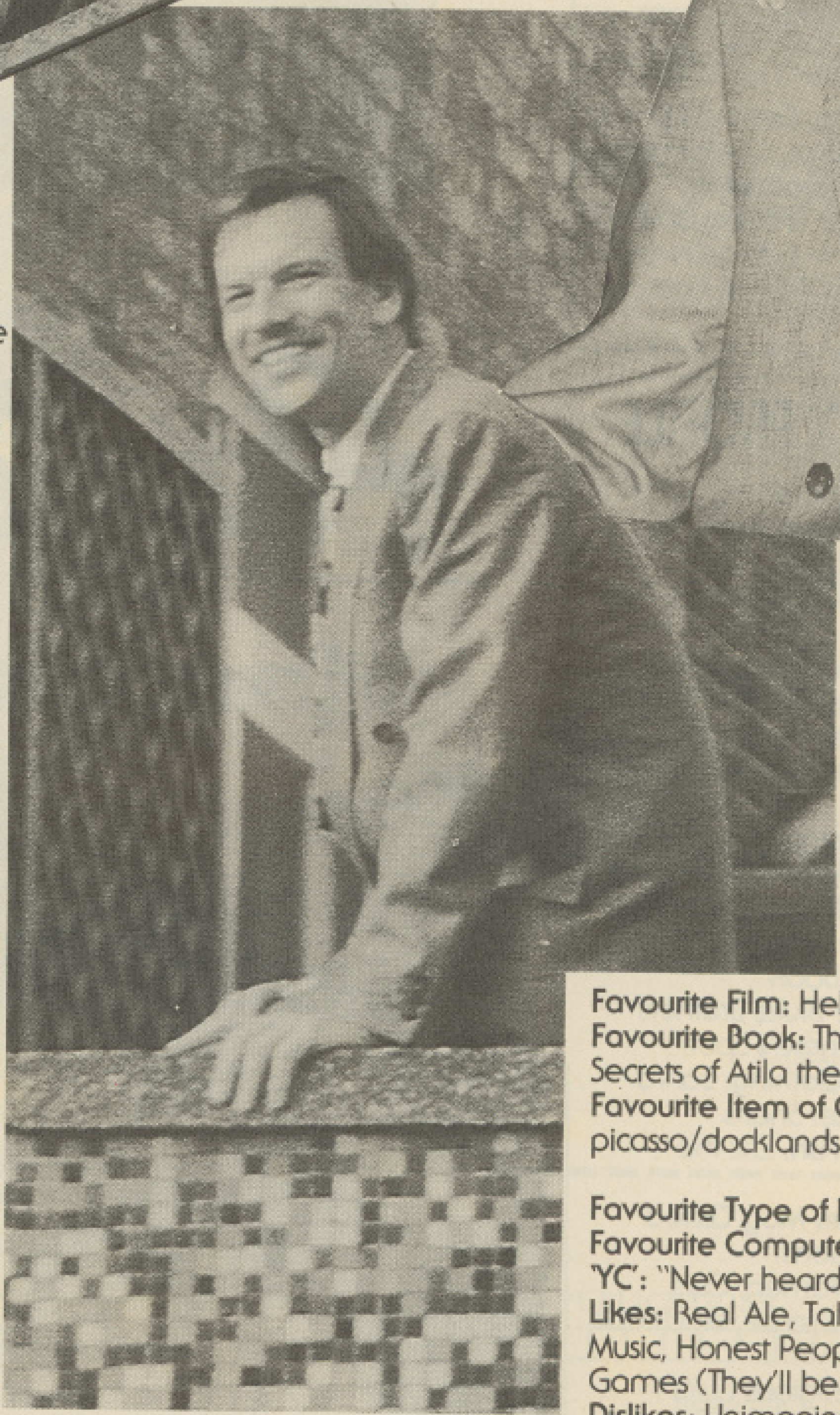
copies on the 16-bit machines alone (quite an achievement then). Development began on a new project involving an unknown called Emlyn Hughes.

1988: Helter Skelter was released. Not so successful. EH Soccer continued.

1989: Emlyn was unleashed on an unsuspecting world. It's phenomenly successful, and gets converted across all formats.

PERSONALITY PROFILE

Name: Peter Calver
Position: Managing Director
Date of Birth: "A long time ago"
Car(s) owned: Toyota MR2
Computer(s) owned: C128
Favourite Computer: Commodore Pet
Favourite Computer Game: Spiders of Mars
Favourite Food: Liver and Bacon
Favourite Footy Team: West Ham Utd
Favourite Record: Heard it through the Grapevine - Marvin Gaye



▲ **Dashing beefy hunk Peter Calver!**

Favourite Film: Hellzapoppin
Favourite Book: The Leadership Secrets of Atila the Hun
Favourite Item of Clothing: A picasso/docklands style tie

Favourite Type of Fish: Shark
Favourite Computer Mag Called 'YC': "Never heard of it"
Likes: Real Ale, Tall Women, 60's Music, Honest People, Addictive Games (They'll be pleased!)
Dislikes: Unimaginative People, Bad Adverts, People who break promises
Most Humorous/Embarrasing Moment in your Life: "When my accent was ridiculed in a rather posh school"

PERSONALITY PROFILE

Name: Beverly Gardner
Position: PR & Marketing Executive
Date of Birth: 11/09/64
Car(s) Owned: Renault 5 called 'Jeremy'
Computer(s) Owned: Atari ST
Favourite Computer: Atari ST
Favourite Computer Game: Impact
Favourite Food: Ready Brek
Favourite Footy Team: Northampton Town, the 'Cobblers'
Favourite Record: Forest - The Cure
Favourite Film: Back To The Future
Favourite Book: Jane Eyre
Favourite Item of Clothing: Pink Pyjamas
Favourite Type of Fish: Tuna
Favourite Computer Mag Called 'YC': "Can I have a front cover?"
Likes: Sleeping, Talking to Journos, Tom Cruise, Vodka, Tall Men, Being Different
Dislikes: Press Cutting, Getting Up Early, Crash, Meat, Bros, Conforming
Most Humorous/Embrarassing Moment in your Life: "Falling down the stairs in the same pub on two different nights. BEFORE I've had a drink!"



▲ **Beautiful belle Beverly reading some truly funky literature.**

Audiogenic

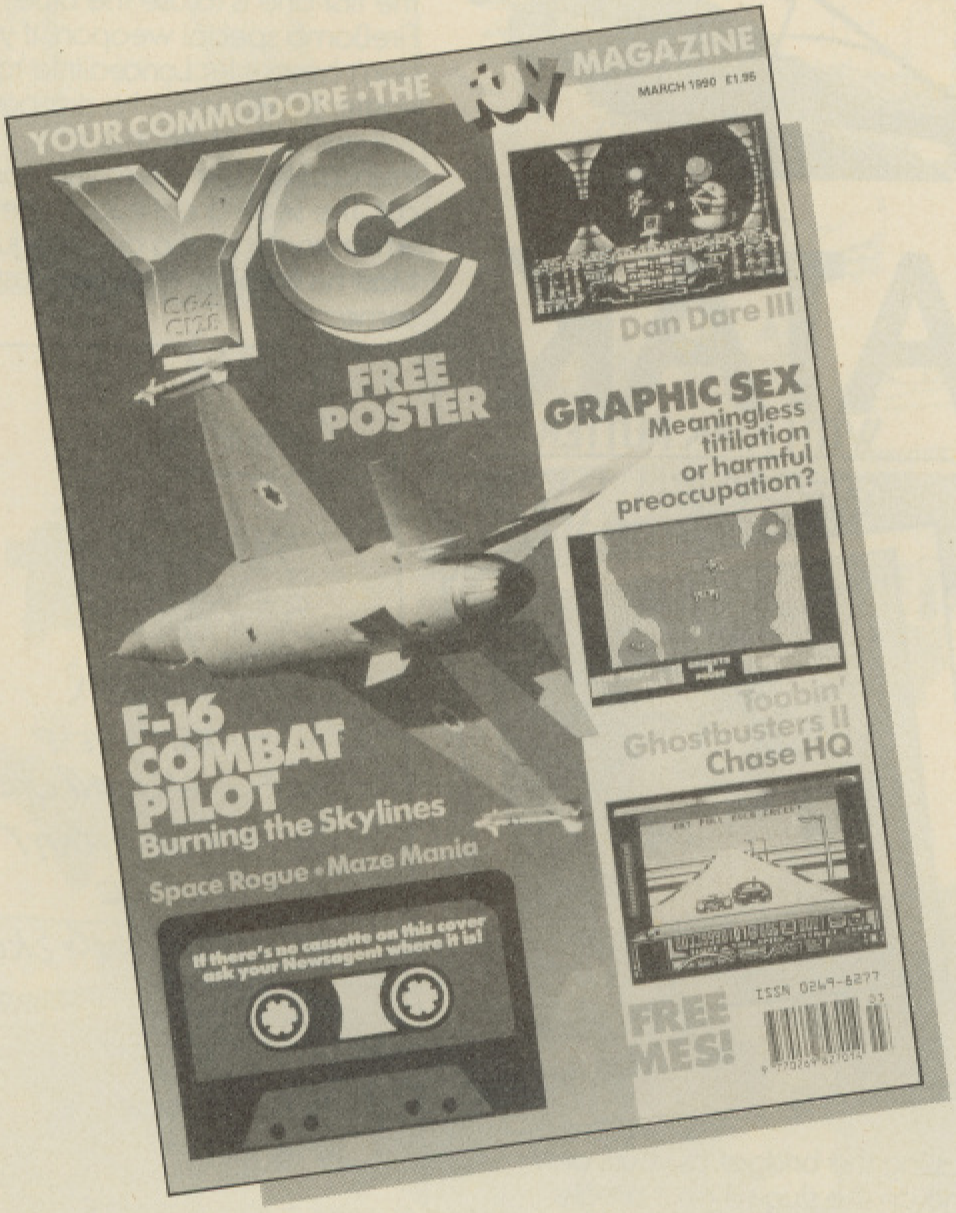
PERSONALITY PROFILE

Name: Gary Sheinwold
Position: Development Manager
Date of Birth: 25/2/66
Car(s) Owned: Triumph Spitfire, Fod Escort, Ford Sierra
Computer(s) Owned: Apple Mac, Atari ST, BBC, Atom, 288 UK101
Favourite Computer: Apple Mac
Favourite Computer Game: Frak! and Starglider II
Favourite Food: Pizza
Favourite Footy Team: Folkford Utd
Favourite Record: Rhapsody in Blue - Gershwin and I'm The King of the Swingers - Jungle Book
Favourite Film: The Blues Brothers
Favourite Book: Where's Spot?
Favourite Item of Clothing: Santa and Reindder Boxer Shorts
Favourite Type of Fish: Eric the Halibut
Favourite Computer Mag Called 'YC': "Yellow Condom"
Likes: Cars, Cars, Women, Cars, Comedy, Josie Lawrence, Black (the colour)
Dislies: Racism, Religious Cults, Apartheid, American English
Most Humorous/Embrarassing Moment In Your Life: "Tipping a bowl of custard over myself to see the nmber on the bottom"

▼ **Gary the mutated Development Manager - Motormouth Megastar.**



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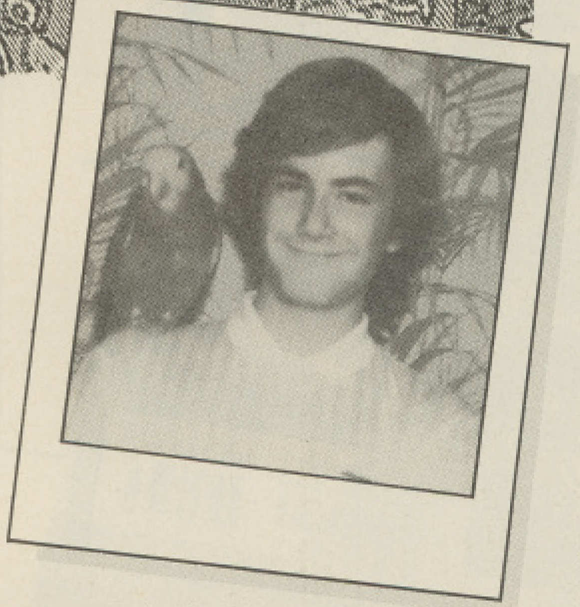
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HACKATAK

WITH KIRK RUTTER



Stuck on the latest games? Well you've turned to the right column. This month we have a Ghosts 'n' Ghouls map, plus tips. Every secret coin, door and room revealed in Super Wonderboy and, well see for yourself...

GHOULS 'N' GHOSTS

U.S. Gold

LEVEL 1

The third chest (c2 on the map) is a magic chest and will only appear if you climb the ladder just to the left, then jump from the edge of the ledge (to the right) as far as you can. Ignore all the chests marked 'C' or you'll have to duck down for a while. The windspouts can be killed when they stop spinning. The sixth chest will appear when you jump onto the next ledge. The best weapon to kill the Gate-keeper is the blue firebomb.

LEVEL 2

The best weapon for this level is the flying saucer. Don't bother about crossing the bridges as you'll only land on the slug when it breaks, much better just running down the slope and jumping the slug. The Snake's venom balls seem to have no effect on Sir Lancealittle(!).

LEVEL 3

Level three is easy! Just watch out for the knights at the start, blast 'em before they can move. Openings appear to the left of the screen, take them as soon as possible to avoid the puffa fish. The end of level monster can only be killed if shot in its eye, use the Blue-FireBomb. Only half of level three is mapped, you'll see why when you get there.

LEVEL 4

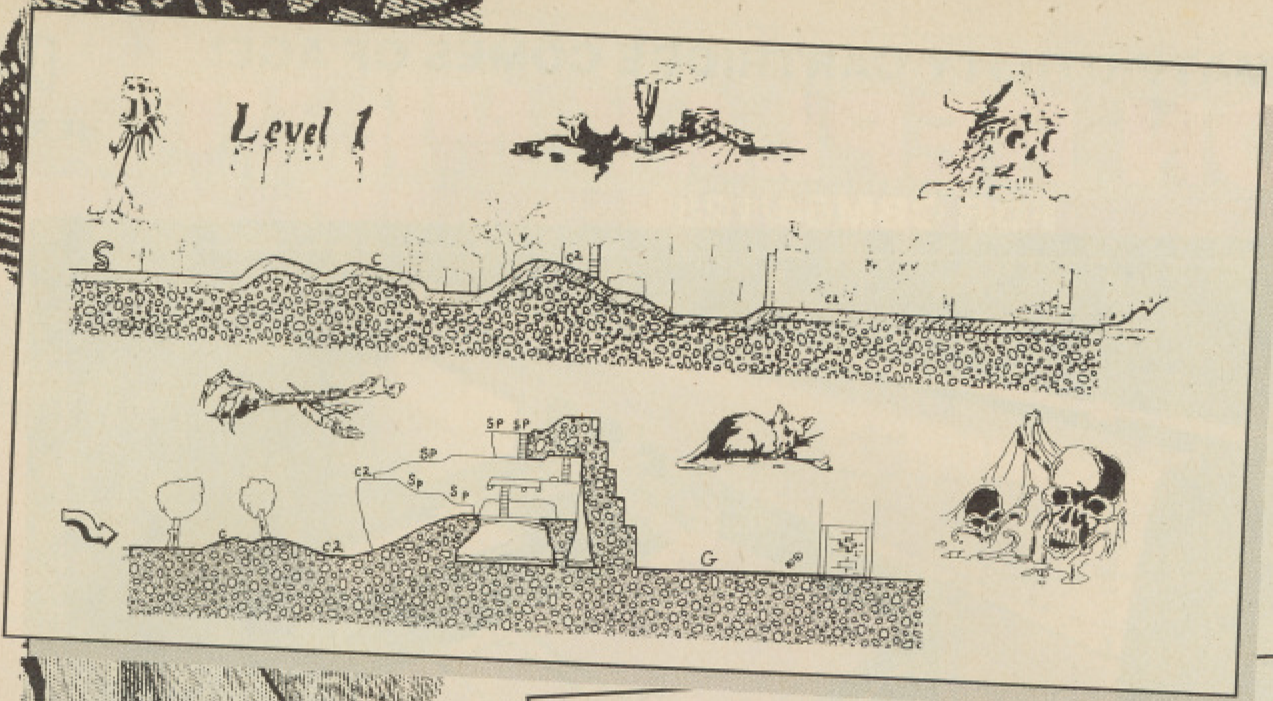
The problem in this level is getting down the pipes. To stop slipping pull the joystick diagonally down (right) and don't let the hand's take you by surprise, also watch out for snakes. The end guardian is easy to kill. He has five heart's, just stand over a heart and when it starts to beat zap it. Do this quickly or maggots start to appear.

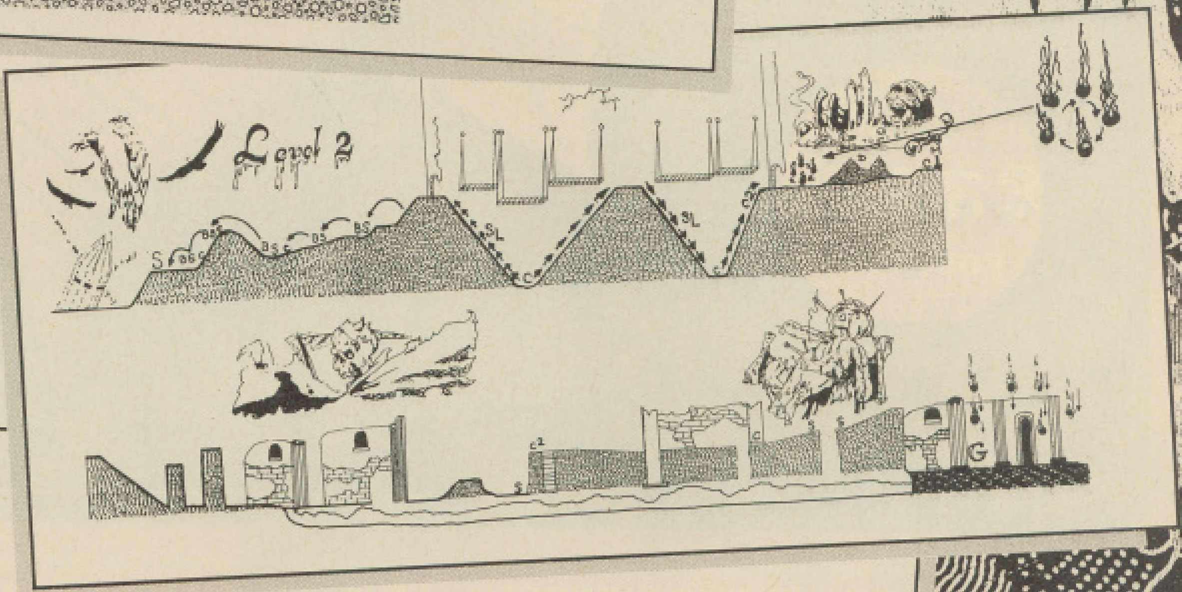
Level 5

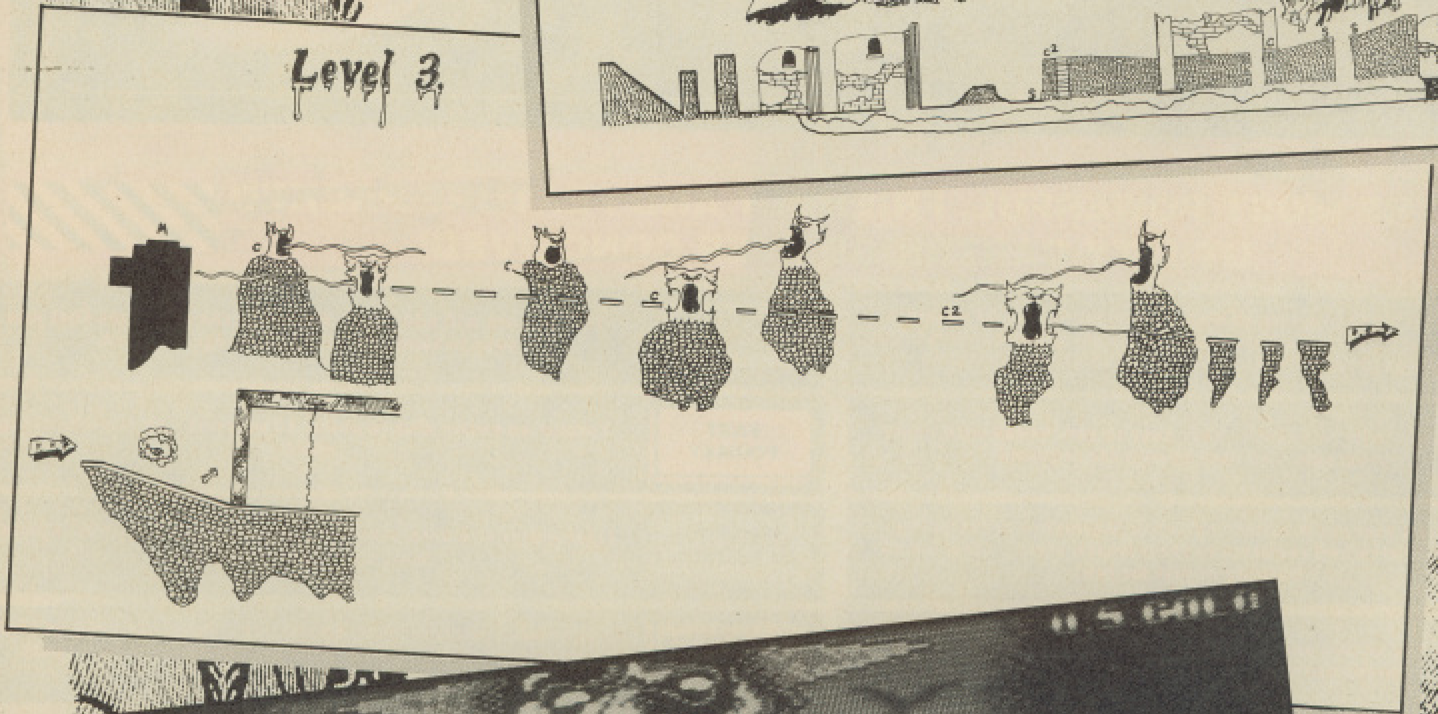
The only real problems on this level are the Fat Cats. The best way to kill the first one is to use the blue FireBomb special weapon, if you don't have it let Lancealittle touch a nastie, he will loose his armour but will gain a few seconds of invincability. Use this to get past the cat. The second cat is slightly easier, whilst standing at a distance just blast his fireballs, it kills him just the same.

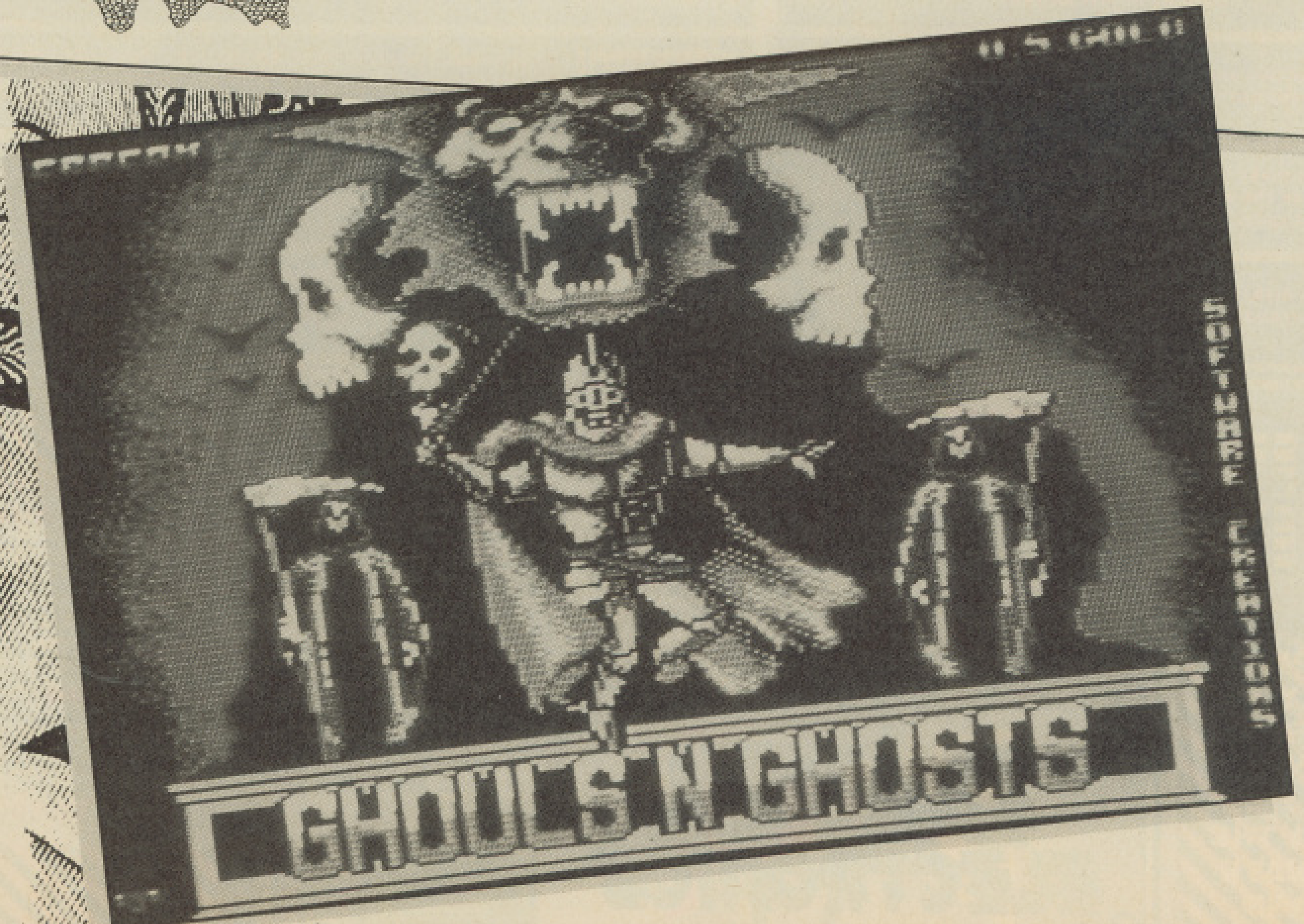
GAME KEY:

M= MARKER
S= START
G= GATEKEEPER
C² = MAGIC CHEST
C = DUCK SPELL CHEST
SP = SPITING PLANT
V = VULTURE
BS = BOUNCING SKULL
SL = SLUG
D = DEMON
S = SNAKE
H = HAND
MA = MAGGOTS
FC = FAT CAT
F = FIRE BALL
P = PIG


Level 1


Level 2

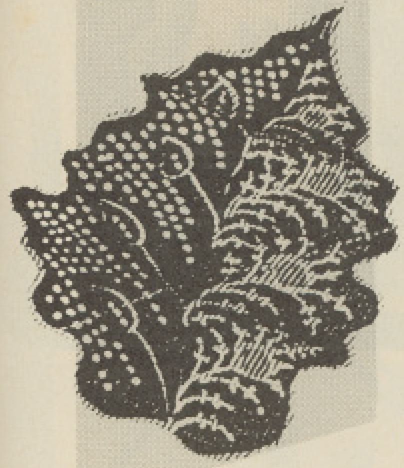

Level 3

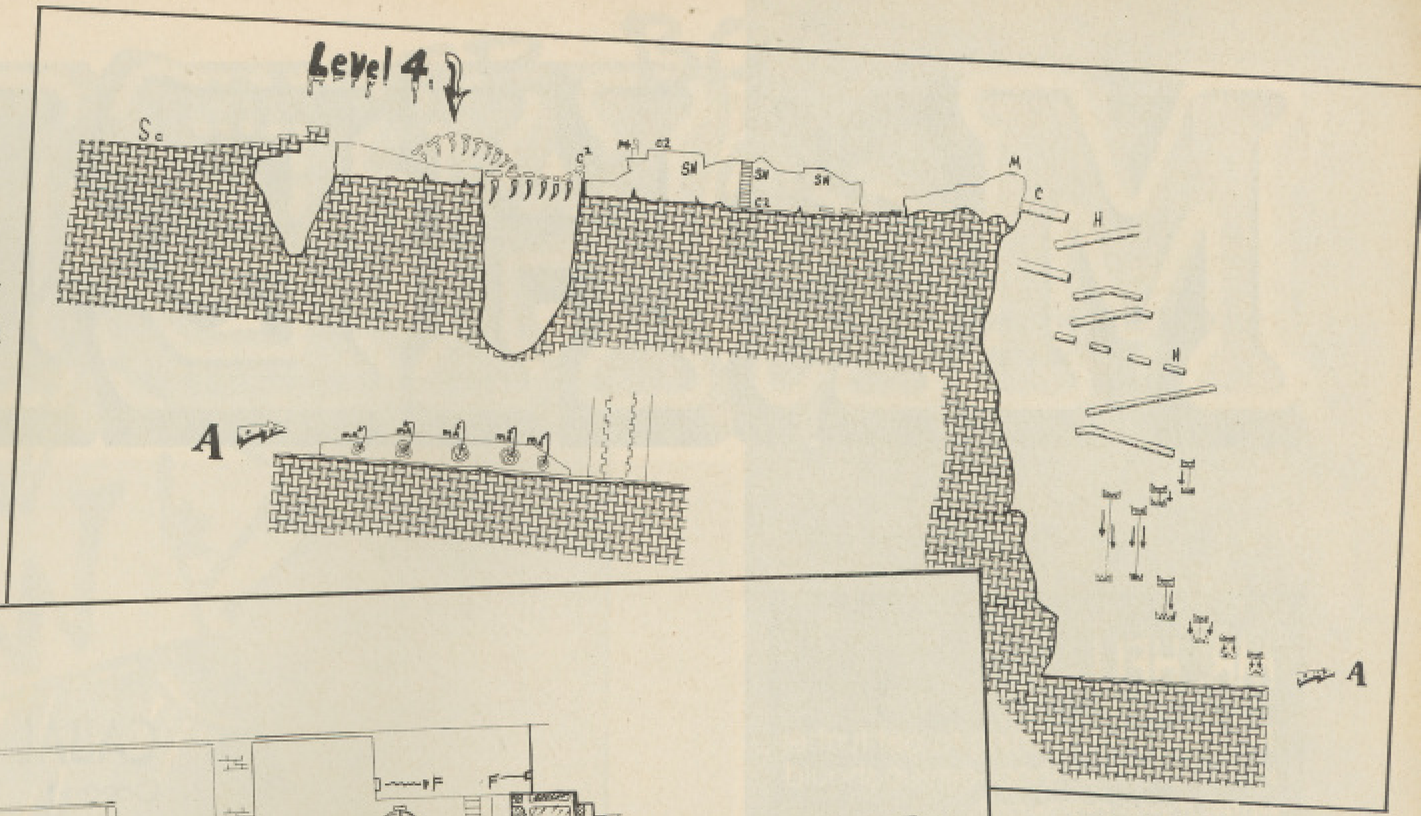

U.S. GOLD
SOFTWARE CREATIONS
GHOULS 'N GHOSTS

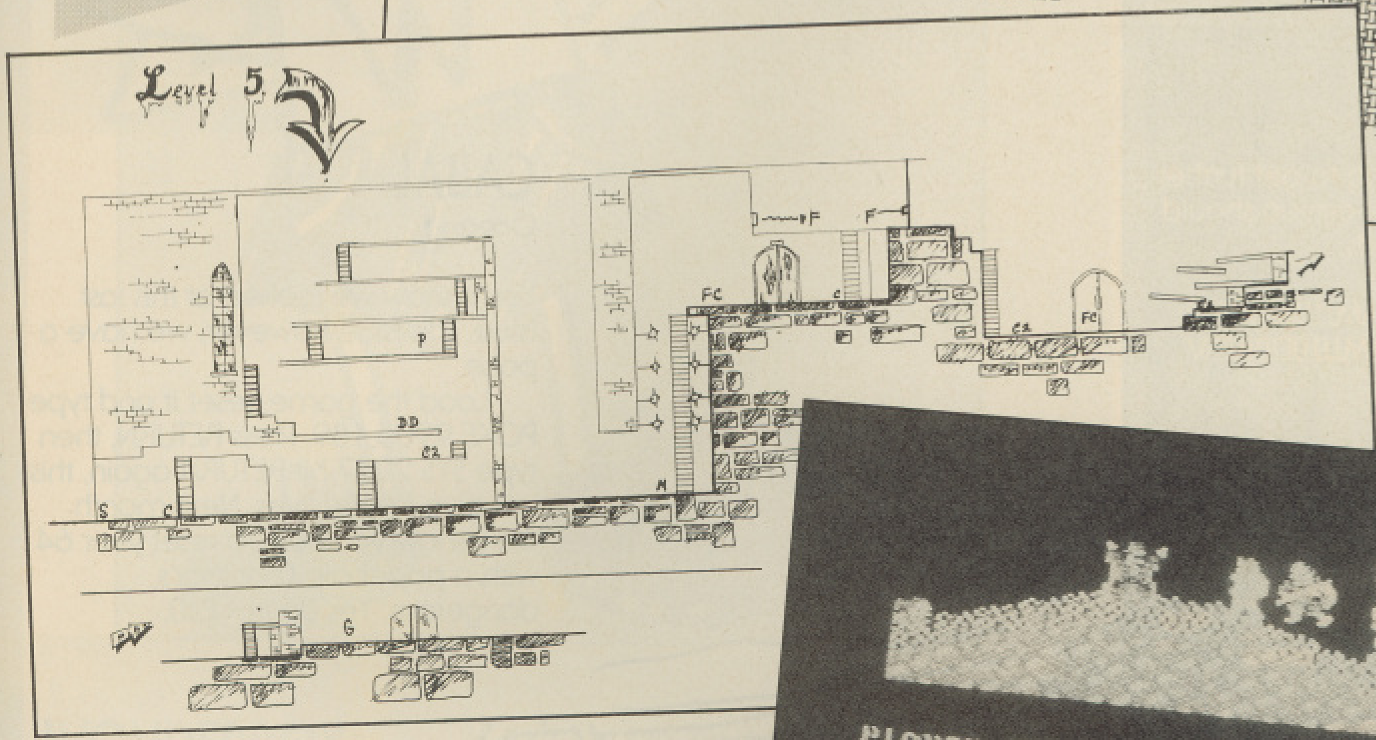




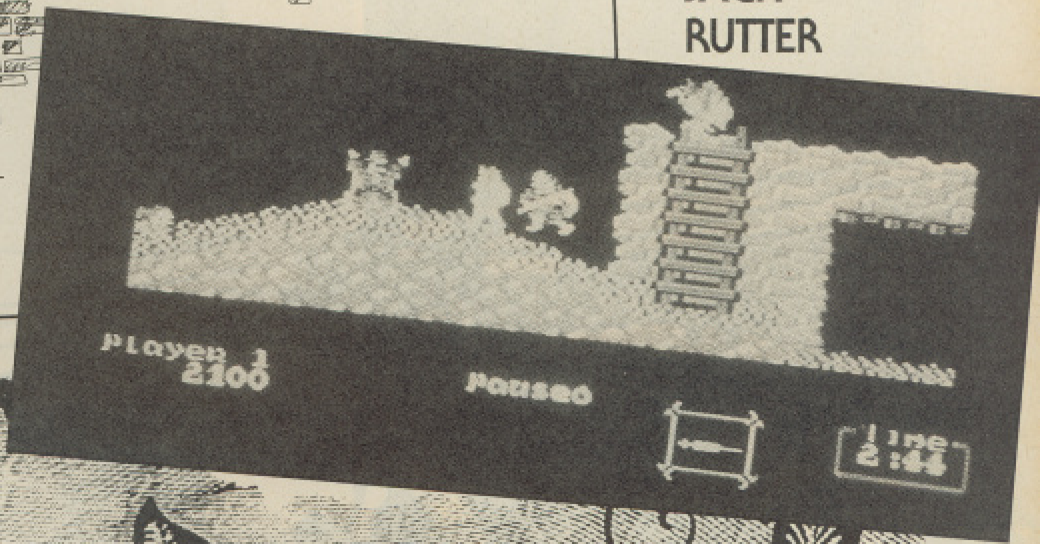
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DRAWN BY JACK RUTTER





GHOSTBUSTERS II

The instructions don't help much, perhaps these quick tips will?

Level 2 – Don't worry about wasting bullets, there's plenty of slime about. When the ghosts appear, shoot all but one and send the New Yorkers to collect the slime, bring them back to the statue of liberty straight away. Time is of the essence so shoot large ghosts as quickly as you can, autofire is best.

Level 3 – Select the slime gun and charge at Jenosz, firing like mad. Don't worry about keeping the distance between you as time is so short. Every time you hit Janosz he will freeze, use this to your advantage and line yourself up with him (firing all the time). Once Janosz has but the dust, Vigo the Carpathian will step out of the painting. He must be killed with the photon lazer gun (apply the same methods used to destroy Janosz) but watch out for Vigo's electric vision. Rescue Oscar and watch the end game screen, nuff said.

GEMINI WING

Having trouble getting to the higher levels? Press P on the title screen then enter one of the following passwords.

Level 2 – MR. WIMPEY
Level 3 – CLASSICS
Level 4 – WHIZZKID
Level 5 – GUNSHOTS
Level 6 – DOODGUYZ
Level 7 – D. GIBSON

Mr. HELI

MR. HELI

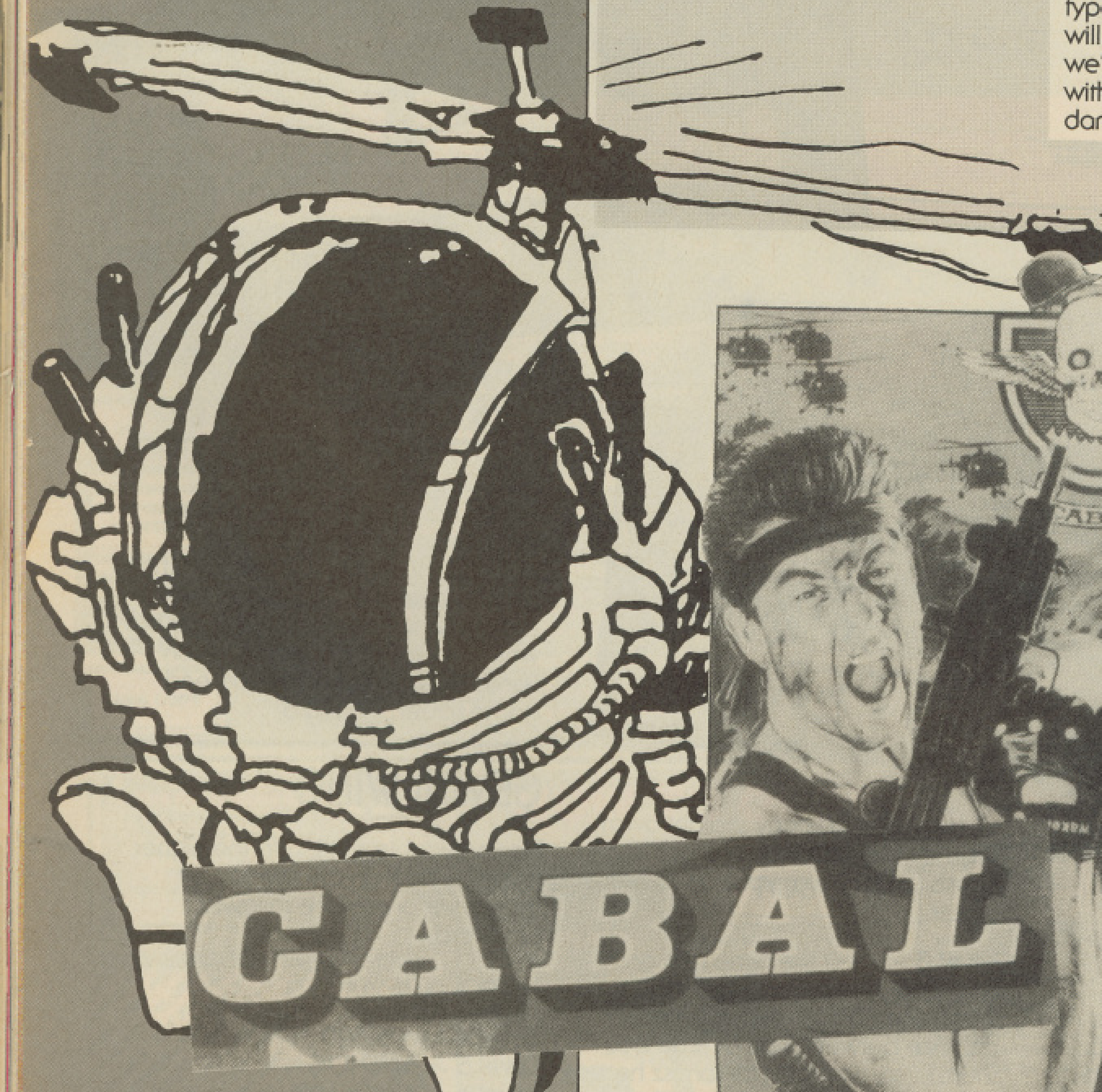
Troubled souls wishing to get further in this average shoot-em-up should enter these passwords.

Level 2 – CAAHIBEAAMJJJJJCBKBT
Level 3 – DAAJDFIAAMJJJJJDBKCW

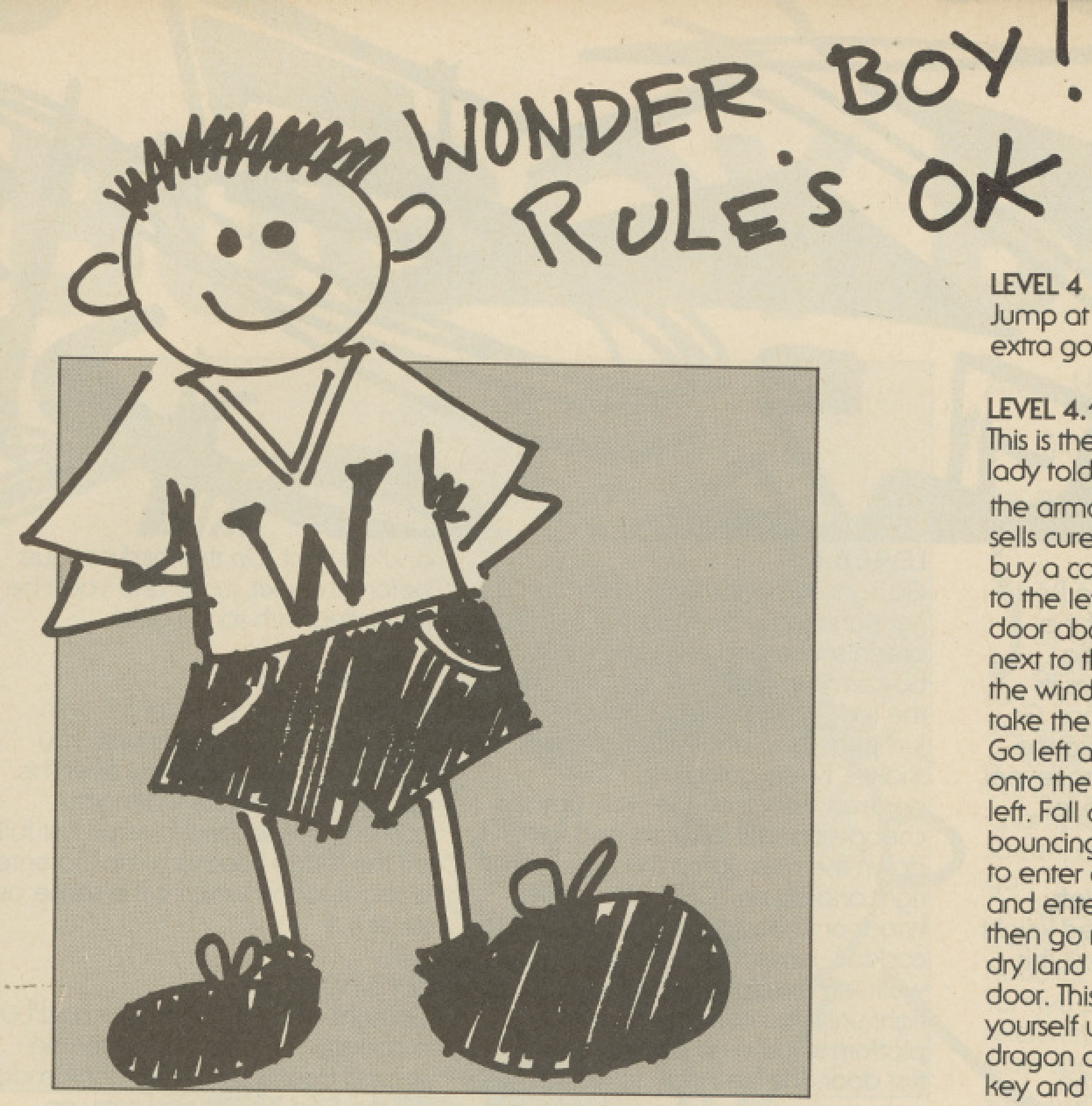
CABAL
Ocean

Yes, I know we looked at this last issue. This issue however, we have a poke.

Load the game, reset it and type POKE 9905,189. Press RETURN, then type SYS 2097 hit RETURN again, this will give infinite lives. Next month we'll show you how to reset your 64 with a paper clip (but that's dangerous. Yes do it! – Ed).







WONDERBOY

Activision

LEVEL 1
Enter the first door to get the sword. Jump onto the lift then jump left onto the cabin roof, now jump up to receive extra gold. For bonus time, stop just left of the fence.

LEVEL 2
The first door you come to is a shop selling boots, ignore it. The second door is a bar, walk past it. The third door is a shield shop (shay that again! - ED) enter here and buy a light shield. Run and jump off the ledge to reveal a bag of gold. Enter the forth door and buy bombs.

LEVEL 2.1
Jump from the top step for extra gold. Go right until you come to a lava pit. Jump up to the third platform and stop, "OH!" will appear on the screen. Hit the spacebar to knock on the wall and a hidden door will open. Inside an old lady gives you a letter to deliver. Carry on walking right and you will come to another door, jump onto the cabin roof and move to the far left, jump up a few times for extra gold, go down and enter the door. Use your bombs on the Vampire Lord. Keep going right to exit.

LEVEL 2.2
Go right jumping on the platforms, from the forth platform jump right (into the gap) and enter the first door, buy leather boots. The second door sells cures. On your way out jump on the first step for extra gold.

LEVEL 3
Dead easy this level, keep going left and jump on the first step for extra gold.

LEVEL 3.1
Go left, climb the ladder. The first door you see is a bar, go right and up the two ladders. Jump left and buy fireballs. For extra gold jump onto the platform sticking out of the wall (far right) and jump in the corner. When you get the to stairs stop at the last one and wait for the hour glass to appear. There is another hidden door in this level, wait until "OH!"; appears then knock on the wall.

LEVEL 3.2
Too easy for words.

LEVEL 4
Jump at the second Pine Tree for extra gold. Carry on left.

LEVEL 4.1
This is the coastal town that the old lady told you about. The first door is the armour shop, the second door sells cures. Enter the third door and buy a cocktail. Climb up the ladder to the left and kill the monster. The door above the ladder sells shields, next to this is a window. Knock on the window and an old lady will take the letter and give you a flute. Go left and fall into the sea. Jump onto the island and carry on walking left. Fall off the cliff again and kill the bouncing monster. Keep going left to enter a secret room. Jump left and enter the door, buy lightning then go right to exit. Once back on dry land walk left and enter the first door. This is the dragon's lair, line yourself up with the red jewel, the dragon can't hurt you here. Get the key and exit left.

LEVEL 5
Walk left, ignore the first door, it's a bar. Climb the steps and jump down the centre of the well.

LEVEL 5.1
Make your way right, killing snow monsters and bats, and after a while "OH!" will appear on the screen. Making sure you have not stepped off the ledge, knock on the wall. You now have to face Giant Kong, kill him and the power-sword is yours. Go right until you come to a door, jump onto the cabin roof, line yourself up with the door and jump. Jump down and enter the door and buy the cheap armour. Go right to exit.

LEVEL 5.2
The first door is a bar, walk right until you fall into a hole. Kill all the bats to the left (until you get the key) and exit via the platforms. Back above ground carry on going right, stop at the large cactus, line yourself up with it and jump for extra gold. Keep going right to exit.

LEVEL 6
Easy level this. Just keep going right ignoring the Deaths. Oh, try not to fall as the ground is covered with spikes.



LEVEL 7.2
Go left until you come to the Red Knight, kill him and drop off the ledge. Jump onto the floating platform and when it reaches its highest peak, hit the spacebar. Go left, kill the fireball, jump onto the first step and then jump up to reveal a heart, grab it and carry on left.

LEVEL 7.3
Back where we started! go left, enter the first door, kill the red knight and carry on going left to exit this level.

LEVEL 8
Make your way right using the platforms. The first door is a shield shop, carry on right, the second door is a bar, enter and buy a cocktail. Enter the third door (above the second door) and buy lightning. Carry on going right, enter the cave.

LEVEL 8.1
This is quite a tricky level, just make your way downwards (keeping to the right) but beware the lava pit at the very bottom.

LEVEL 8.2
Go right (try using the clouds to avoid monsters) until you come to a door. Enter the door, kill the demon (he's easy) and exit to the right.

LEVEL 9
Easy, just keep going left.

LEVEL 9.1
This is the same as level 9, with a few extra monsters, enter the first door, kill Snow Kong and exit left.

LEVEL 10
Go right, enter the first door and buy a cocktail. Kill the two plants above the door, line yourself up with the door and wait (about 2 seconds) to receive extra gold. Go right and fall into the sea, walk right until you fall into a hole. Jump to the left and enter the door, buy what you need and go right. On the third step just before the exit, jump and you'll be rewarded with some gold.

LEVEL 6.1
Go right, jump the gap, carry on right and jump the gap. Kill the green snake and enter the door, buy armour and walk left (fall off the ledge). Carry on to the left, jump the gap and kill the three snakes. Keep going until "OH!" appears, knock on the wall, buy the cheapest boots. Go right and fall down the gap. Jump the gap to the right and again "OH!" will appear, knock on the wall and buy a cocktail. Jump the tap to the left, walk left and fall off the ledge. Walk right until you come to some platforms, jump up and enter the first door. The best way to kill this ugly mutha is by trapping him in the corner and stabbing the hell out of him, your sheild will protect you from thunder bolts. Enter the second door to leave this level.

LEVEL 7
Ignore the first door (it's a boot shop) and enter the second, buy some revival medicine. If you already have medicine ignore the second door. Enter the third door and buy a cocktail. Go right, the fourth door sells cures. The fifth door is the gold collector's den, kill him for gold and a power-sword. Enter the sixth door and a kind chicken will tell you to go west. Keep going left until you come to a floating platform, jump onto it. The platform hurls you into the air and you are now above the clouds. Make your way right using the clouds as platforms. Each cloud yields a bag of gold which should appear as you jump on it, if nothing happens, try walking about. The last cloud has four bags of golf. When you can go right no further take a running jump down.

LEVEL 7.1
Go right, ignoring the first door, until you come to a very tall ladder. Climb the ladder and WonderBoy will play the flute, you can now enter the door to the right.

LEVEL 10.1
This is the same as level 5.1 with added nasties. Go right until you come to a lava pit, jump over this using the platforms. When you come to the second lava pit just fall off the ledge (do not jump) to enter a secret room, which is the same as level 8.1

LEVEL 10.2
Go right, enter the first door and buy a cocktail. Go right and enter the second door, buy the Knight Armour. Kill the Red Knight and carry on going right. Enter the third door and the nasty from level 6.1 makes a cameo appearance. Kill him using the same methods as before. Ignore the forth door and enter the fifth to exit.

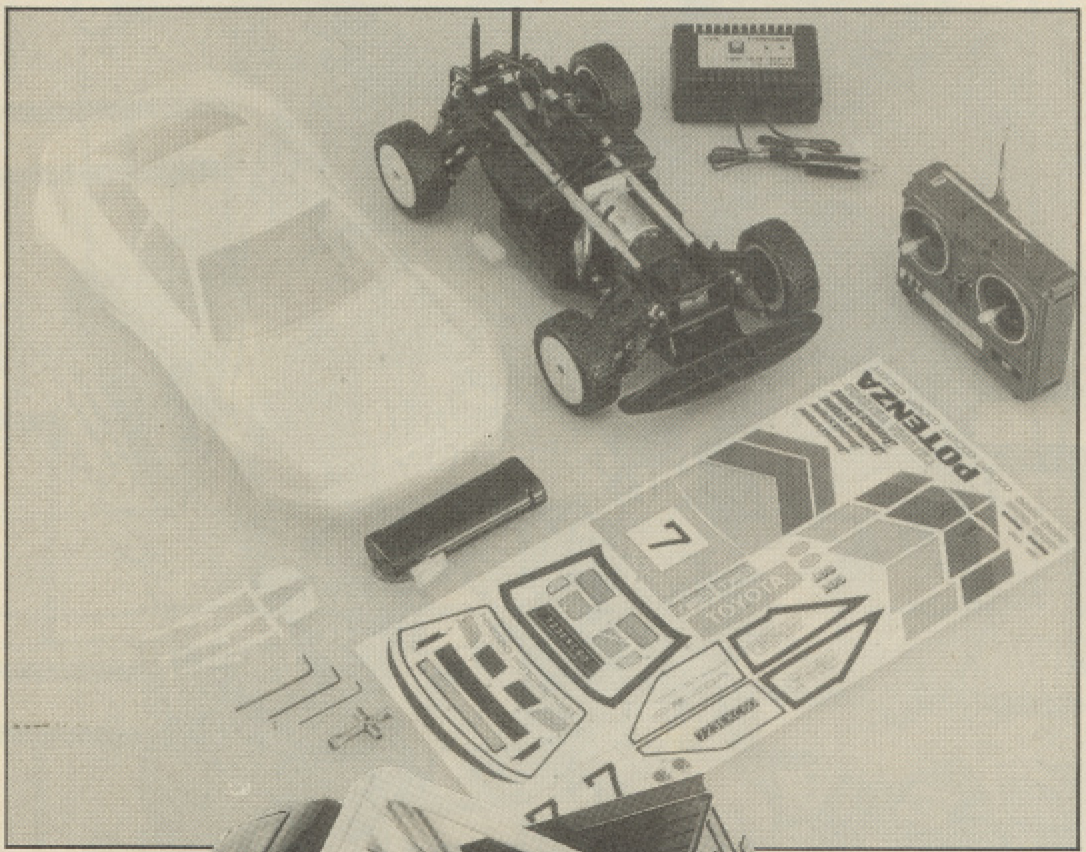
LEVEL 11
Getting very close now, perhaps you can manage the level alone. One quick tip though, the dragon's floor is paved with gold.

LEVEL 11.1
This is it mate. There is only one door on this level and we all know what's behind that! You don't stand much of a chance against the Meka dragon unless you have power weapons like bombs, lightning or fireballs. Kill the dragon and watch the rather dissapointing end-of-game screen.

That's it for this month people. Like I say each month, if you can supply tips for (fairly) recent games then send them in to me.

Kirky Baby
YC
Argus House
Boundary Way,
Hemel Hempstead
HP2 7ST

BUGGY BOY





▲ What a big, funky mother!

Alan Harman grooves with his gearbox and twiddles his knobs

So you've shown the world that you are the next Arton Senna by blasting the all time high score on the latest version of Out run - so what's next. For most of us the expense of real motor racing is a hurdle far too high to climb, and our illusions at becoming a Champion fall onto the video screen, but is that where they should go?

Radio Control Model Car Racing is one of the Uk's fastest growing hobbies, and with companies like Tamiya producing easy to build relatively cheap models capable of scale speeds of up to 400mph its easy to see why.

WHAT'S IT ALL ABOUT

By far the most popular form of R/C car racing is 1:10th off-road. These cars come in either two or four wheel drive and are powered by six 1.2 volt rechargable batteries driving electric motors. The cars have sophisticated suspension including oil filled dampers and adjustable springing. The cars are capable of speeds of up to 40mph - (over 400mph scale speed!)

Most of these 'off-road' buggies come as a kit of parts. The car needs to be assembled, a radio control system purchased and installed and you're virtually off! On a national level there is approximately 500 clubs in the UK which regularly hold race meetings on Sundays. The tracks usually consist of a mixture of surfaces including dust, tarmac and grass and usually include jumps, ramps, and obstacles.

Although a healthy amount of racing takes place, by far the most pleasure is gained from the 4 million non-racing car owners. From this figure is easy to see that most 'racing' is carried out in the back garden or down the local park!

HOW FAR CAN YOU GO?

By no means does it end there, R/C car racing is big business! Both World and European Championships are held annually, capturing the attendance of the major manufacturers along with their full time paid drivers.

The sport has World, European and British governing bodies which sanction rules and meetings, and work towards making R/C car racing more popular.

WHERE TO START

Well, now you're interested there's various ways to start out, The British Radio Car Association looks after the sport here in the UK - and they can give you local club names, rules and dates of meetings.

Of course the best way to find out about the sport is to buy a magazine! **Radio Control Model Cars Magazine** features the latest releases as well as lots of useful hints and tips for beginners and is published, as is YC, by ASP in Hemel Hempstead.

YOUR FIRST CAR

Wherever you start out you're bound to have a lot of fun. Tamiya and Kyosho are the two major manufacturers and they produce a whole range of cars from ready built, ready to go models from £100 right up to sophisticated racing machines for as much as £1000. The best advice is to go to your local model shop - have a look at what's in your price range and even pop along to your local club. Watch out though - R/C car racing is addictive and can seriously damage your wallet!



Useful Addresses:

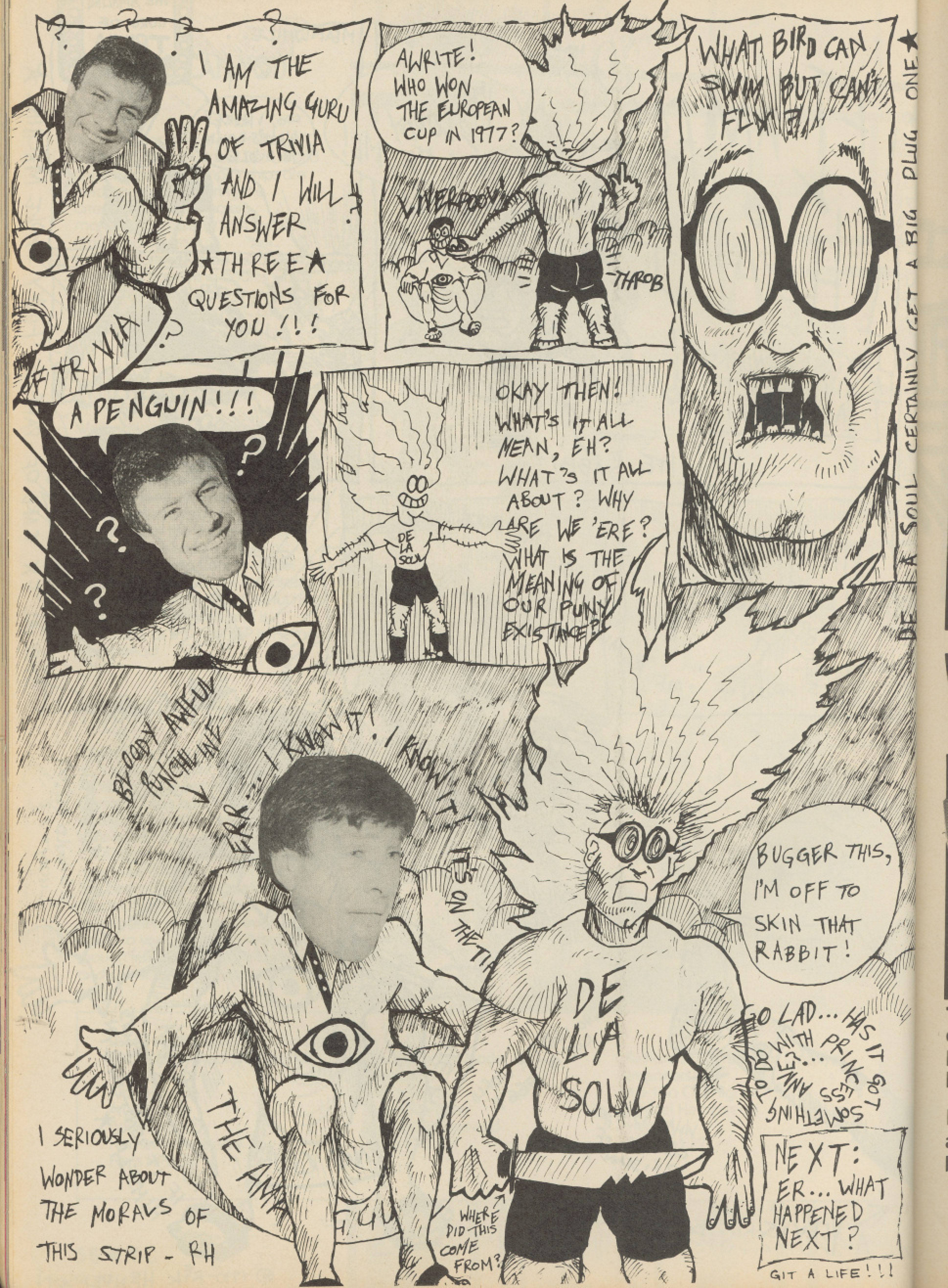
BRCA (British Radio Control Car Association)
Alan Harman
Argus House
Boundary Way
Hemel Hempstead
Herts HP2 7St

Radio Control Model Cars Magazine
Argus House
Boundary Way
Hemel Hempstead
Herts HP2 7ST

Richard Khonstams Ltd (Tamiya Importers)
13-15a Old High St
Hemel Hempstead
Herts
0442 61721



FLAME HEAD
BY RIK HENDERSON ★ WIV THANX TO AUDIOGENIC ★
DEDICATED TO DEADLINE – THE BEST COMIC IN BRITAIN ★
I'M BLOODY LATE, ME!
WHITE RABBIT
MEANWHILE...
THE AMAZING GURU OF TRIVIA
COO, I WONDER WHAT'S DOWN THIS 'OLE!
SOMEFING TELLS ME HE'S ABOUT TO FIND OUT!
SPANK!
OOOPS!
THIS DON'T 'ALF REMIND ME OF DAT BOOK! I HOPE DERE'S A SOFT...
THWUMP
SPECIAL FX CARE OF PARFIN'S FUNKY SMOKE MACHINE ★
WHAT IS THE SQUARE ROOT OF FOUR?
EMLYN'S BALL!
WHO RECORDED "I SHOULD BE SO LUCKY"?
WHO WON THE WORLD CUP IN 1966?
WHAT IS THE CAPITAL OF PAKISTAN?
THE A...NG GUR... TRIVIA
WELL RANCID PLOPS, IF IT ISN'T EMLYN HIMSELF! ★
A VERY SORE BOTTOM!


I AM THE AMAZING GURU OF TRIVIA AND I WILL ANSWER ★THREE★ QUESTIONS FOR YOU!!!
TRIVIA
AWRITE! WHO WON THE EUROPEAN CUP IN 1977?
LIVERPOOL!
THROB
WHAT BIRD CAN SWIM BUT CAN'T FLY?
A PENGUIN!!!
OKAY THEN! WHAT'S IT ALL MEAN, EH? WHAT'S IT ALL ABOUT? WHY ARE WE 'ERE? WHAT IS THE MEANING OF OUR PUNY EXISTANCE?
DE LA SOUL
DE LA SOUL CERTAINLY GET A BIG PLUG ONE★
BLOODY AWFUL PUNCHLINE
ERR... I KNOW IT! I KNOW IT! IT'S ON THE TI
BUGGER THIS, I'M OFF TO SKIN THAT RABBIT!
GO LAD... HAS IT GOT SOMETHING TO DO WITH PRINCESS ANNE?...
DE LA SOUL
THE AMA
I SERIOUSLY WONDER ABOUT THE MORALS OF THIS STRIP - RH
WHERE DID THIS COME FROM?
NEXT: ER... WHAT HAPPENED NEXT?
GIT A LIFE!!!


DE LA SOUL CERTAINLY GET A BIG PLUG ONE★



NEON ZONE



▲ **The ATEI show – booorrrring!**

Here we are back in the Neon Zone after a fairly disappointing ATBA Show. This is supposed to be the main arcade show of the year in the UK, but to be honest, it was pretty boring this time around.

The shoot-em-up brigade seem to be into sequels right now – R-Type II made an appearance and although there's no question that it's a well crafted piece of code, it's unlikely to fire anyone up that much.

It's the same horizontally scrolling action with a big bad monster at the end of each level, loadsa power-ups, etc, etc. For the first few goes, as you very soon get these astonishing powerful weapons, it's quite a laff – and quite a technical achievement too, with all those sprites flying around – but... well... I guess we've seen this all before. Yawn.

Anyone game for – wait for it – Gradius III. Yes funsters, you thought it was all over with Vulvan Venture (which after all wasn't half bad) but now those little tinkers down at Konami have decided that enough certainly isn't enough.

Now I thought that Vulcan Venture probably went a little bit over the top when it came to user friendliness. With Gradius III, the programmers are simply crawling to the punters.

You can select your sequence of power-ups from a choice of five... or you can edit these sequences and create your own! Mmmmm. Goes without saying that you can select your shield type independently of all this – and when you've finished and got up on the high score table, not only do you put in your initials, but your sex... and star sign.

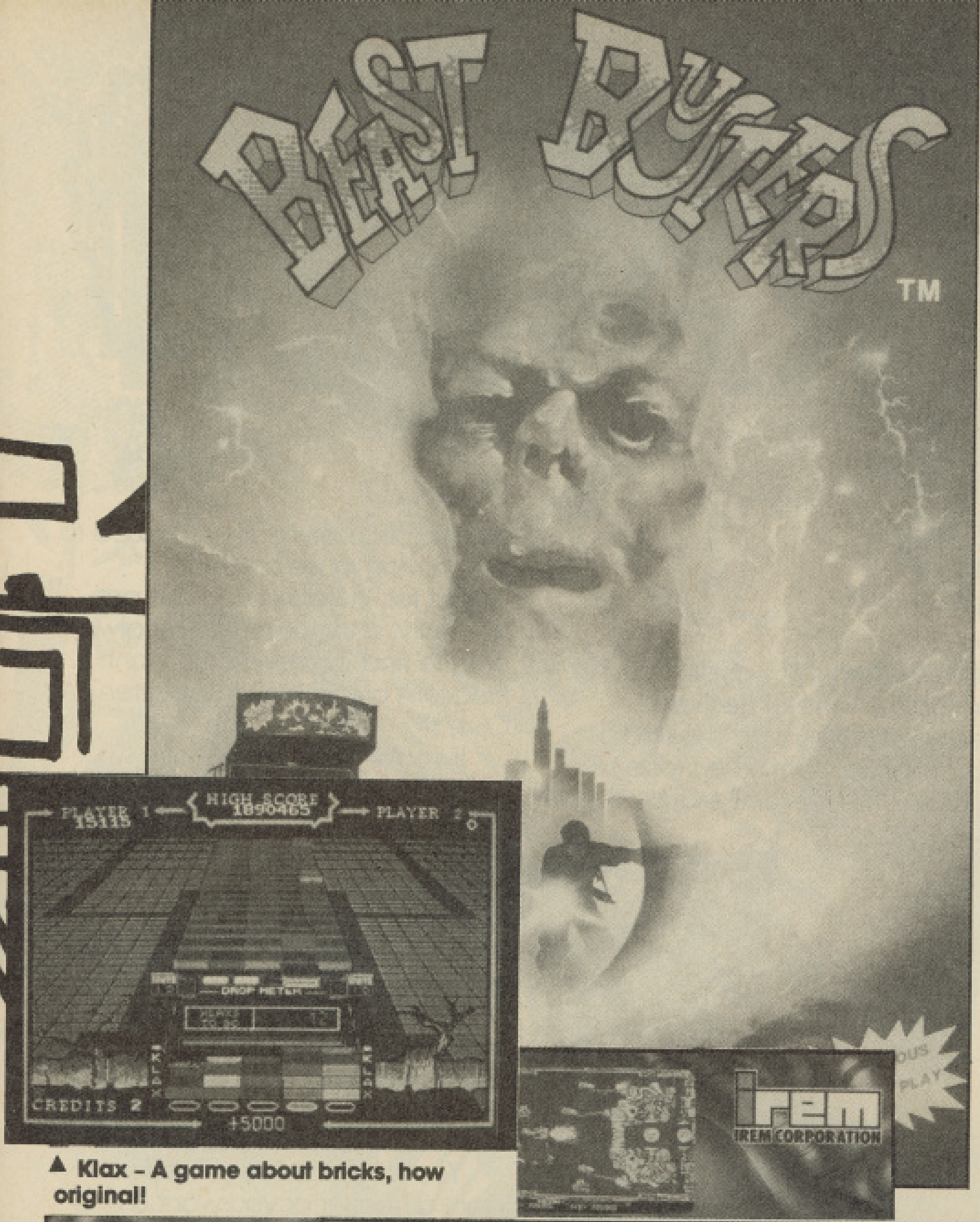
The game? You want to know about the game? It's fine. Everything you'd expect from a team of coders and graphic artists that have been refining this particular genre for about five years now.

Slick, very playable – but nothing new that we've not seen before. Power-ups, yes! Big things at the end of the level, yes! Is this beginning to sound familiar? YES!!!

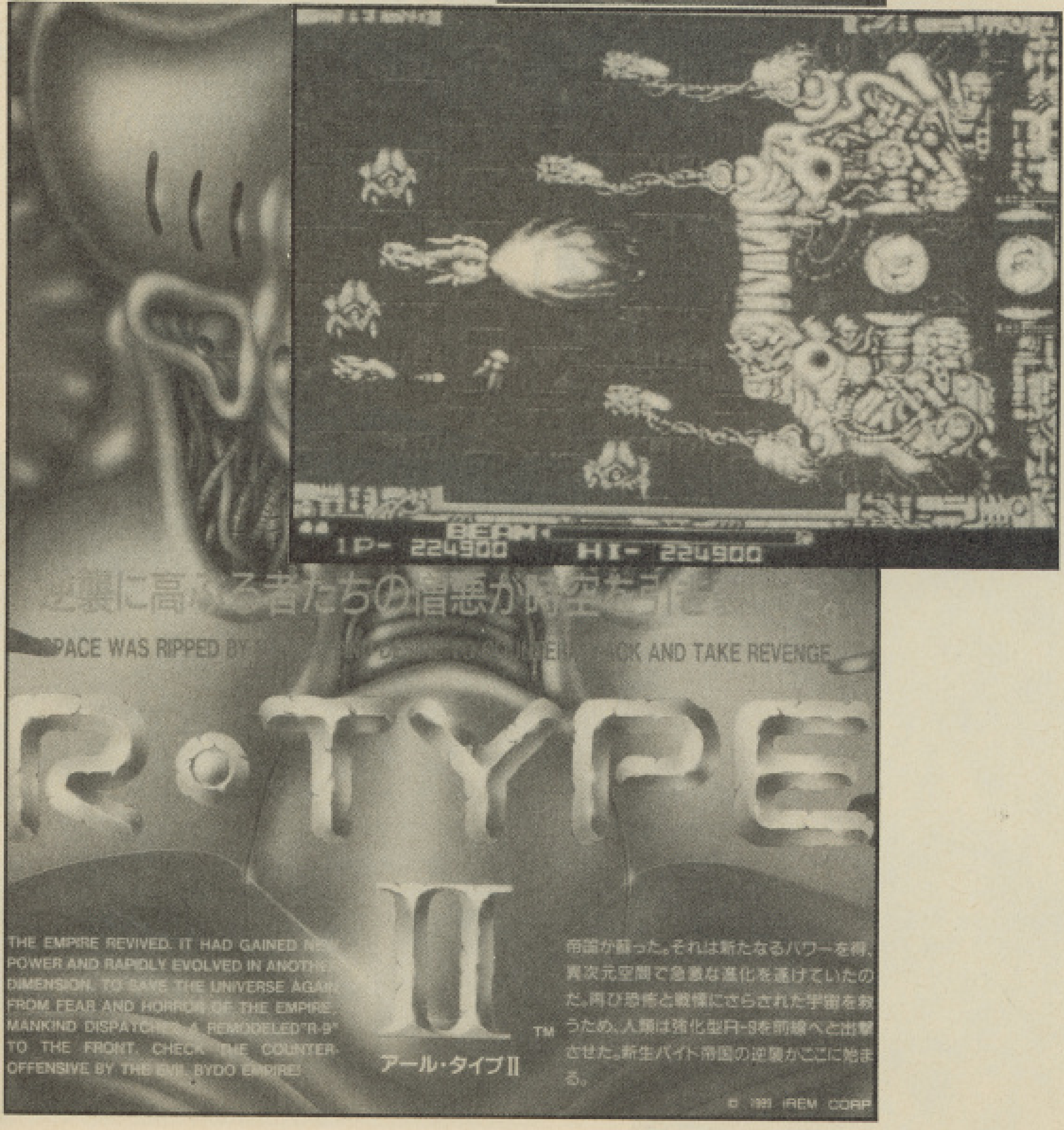
Well, at least Konami have given us one decent original game this year – Black Hole. Maybe they've done their quota of original stuff and are going to stick to yawn jobs for the rest of 1990. I predict we can expect to see S.P.Y. II previewed somewhere very soon.

Atari Games, now. They were showing an interesting new puzzle game of theirs called Klax. Expect a full review of that next issue, but I can tell you that it looks interesting.

Something that did catch the eye was a new game from them called Badlands. What we are actually talking about, however, is Sprint VI. First there was Sprint – The Black and White plan view racing game. Then Spring II, the two player version. I think I can remember a four player stand around version as well. Then came the familar Super Spring – three player and in colour. Then Championship Spring – Two player with extra tracks. Now Badlands. And what do you do with Badlands. You shoot, that's what!!



▲ **Klax - A game about bricks, how original!**



We are talking Super Sprint with guns - and I have to admit, I luve it! Maybe I've been crazed by all those hours waiting in traffic jams, but the thought of blowing away a car in front of me, makes me smile in an extremely manic fashion. OK, so I'm sick. Again, a full review of that when we can get decent playing time on the unit.

Truxion - now there was a game for real men, with a difficulty curve that zoomed away into infinity after about third level. And what was it's best feature? The power-up that gave you those windscreenwipers of death - lightning beams that sizzled across the whole of the screen trying anything in their path. Not surprisingly, they've made it to Tosplan's latest game too, Fire Shark.

Yes, this is a conventional vertical scroller, one or two player shooter, but it has that playability that Tosplan games are getting a reputation for.

Date East are not well known for this sort of game - so why, we might well ask ourselves, have they tried to have a go with Vapour Trail. The answer only the deities know - it's vertically scrolling, it's got OK graphics, you can choose one of three types of aircraft to fly and you fall asleep while playing it.

No, for me, the best thing of the show was from Taito - World Grand Prix - Real Race Feeling. This is a motor-bike game which has an 'over the handlebars' view of the action. The next difference you notice is when you go around a corner - when the whole of the horozin tilts - just as in real life. A difficult technical test that has been accomplished with great skill - and it makes a real difference to the playability of the things... plus the little fans that blow air into your face in order to simulate the vast speed of your bike (I don't think).

It's not finished yet, but I expect it to do very well indeed when it's released later in the year.

Lastly - the two new mow 'em downs from Sega and SNK (Line of Fire and Beastbusters) seem to be finished now. Sega's effort is all scroll and no action. SNK's is a cross between its hit Mechanised Attack and the shlock horror graphics of Splatterhouse. Should do well - and we'll be taking an in-depth look at them next month.

Until then, give those aliens hell, won't you. And don't press both flippers at once. **John Cook**

CENTRAL 64

hen you're faced by the prospect of finding any kind of consumer good it's best to look inwardly. Not the Buddhist inward or the inward that Samual Beckett implied to Billie Whitelaw when she was stumped in the middle of one of Becketts rehearsals. "Look inside" he told her.

Look inside what? The fridge? the bread bin? The dustbin? Maybe the dustbin because he likes, or used to like, having those around.

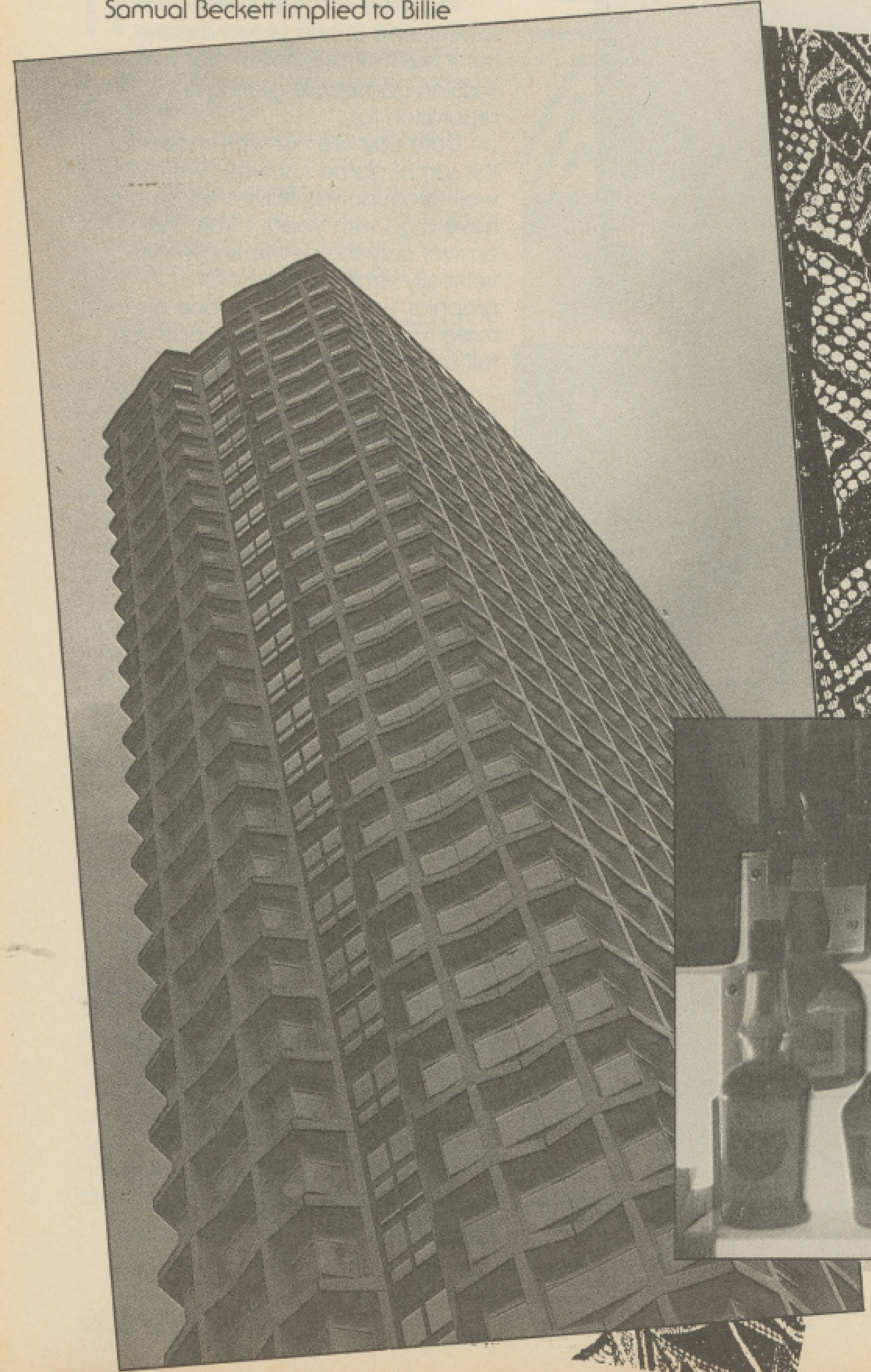
But for 'inwardly' you can put 'centrally' and you're almost always able to find whatever you want. A fridge? A bread bin? A sex kitten? A C64?*?

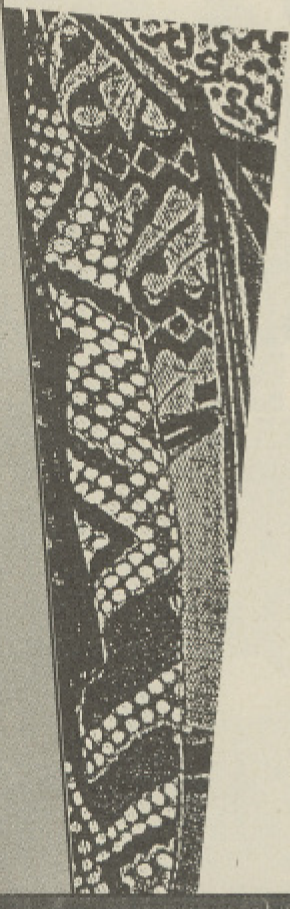
If you're living in a small farmhouse on the edge of a small Suffolk village or working the Hebridian Ferry lines then you'll know the meaning of isolation. You won't have a bevy of red stockinged women cavorting until the early hours on a floodlit stage on the village green. You won't be able to get hold of a T.V. or a computer by walking through your back door and nipping over the garden fence.

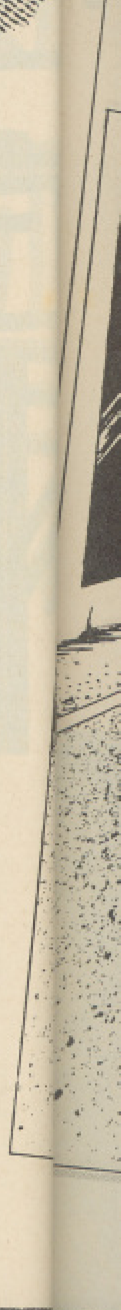
You might be lucky but if you want a hooker or you want a one night stand or you want a C64 then you're going to go a distance or 2 to get what you want.

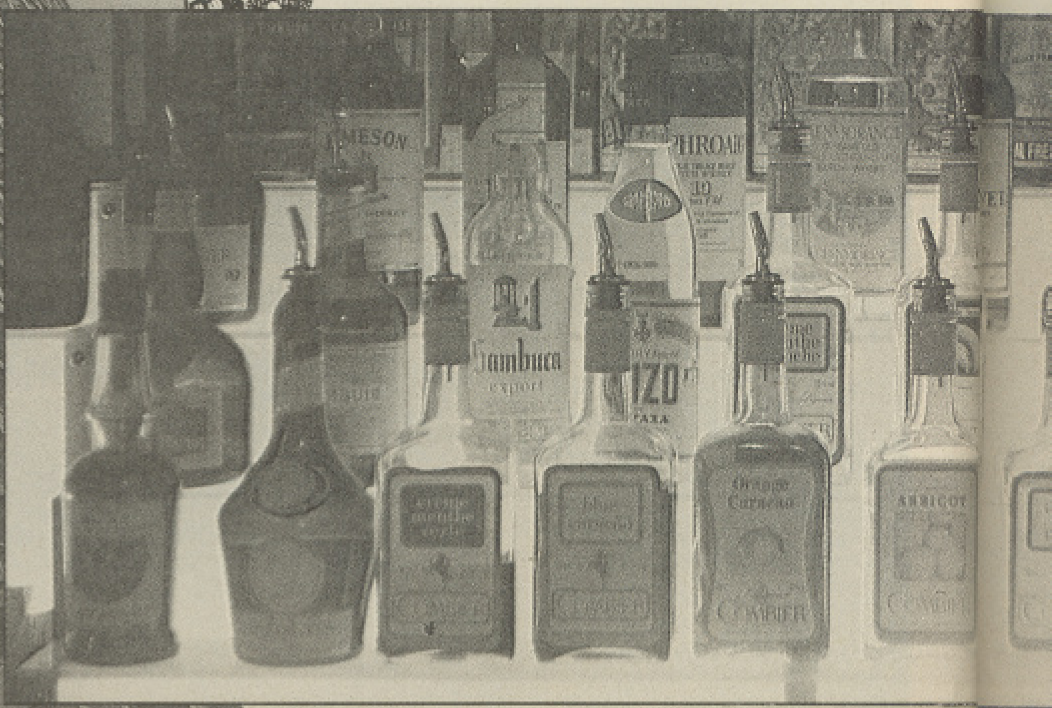
Soho has the reputation for hooking but those in the know know that it's moving out, moving to dismissable places like Kings Cross. It makes good sense - Victoria, Kings Cross, Euston where the commuters are; and there are cheaper hotels. The dispersed areas.

At the computer end of things then Tottenham Court Road is the





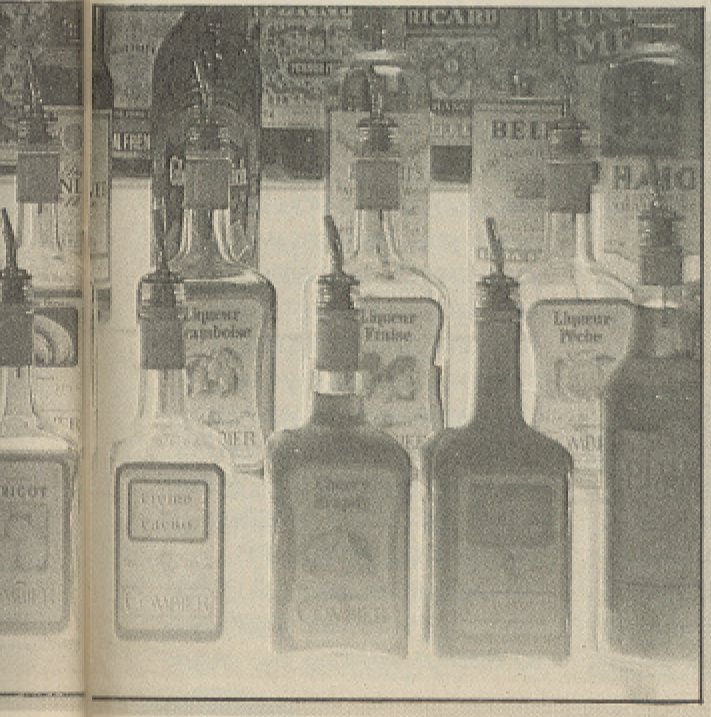






centre for brand new (all kinds of brands.) computers.

While the Amiga is the happening machine the ST, and the C64 are going to have an extensive range of releases in the New Year. But for new addons it's dead-as-the-dodo time. A cute button for altering the disk head but for the hardened gamer the C64's going to get less and less stuff as the years go.



Where as the C64 doesn't suffer from virus's, like all computers and all greedily searched after things, they've become symbols of tack and corruptability. A flower, or an apple, on its own has the purity of independence - especially when it's in the ground or on the tree growing in the ground.

Group them together, treat them, and you've a marketable, desirable and corruptable product.

Computers and Computer Software have become that type of product though, Illegal copying, hype, vying for licences, reproduction, and the presence of parasitical magazines. It's all there in the great Computer Shopper Show for those who want to make money and those who think they want to buy the goods. What alternative is there? The games are there so you have to play them. The people are there, the programming's possible, so give it a go.

Where the outward spreading from a Centre Point comes in is when somebody, Limited Company X, can see that a Blob Blob kind of guy will play that Blob Blob kind of game. . And it is only guys that play Blob Blob games because the PR company employed by somebody, now called Limited Company Blob Blob, has targeted that group.

The movement is continuous, it might even reach girls until it's thwarted by the next eccentric trend, the next burp 'n gurgle. Paying more money and more money, your ending words will be markedly different from what you started with. You'll have been told about greatness and sold a lone ass. If you believe them you'll buy an Amiga next because the 64's not up to it. Flush the toilet one more time, see the Blob Blob game disappear. When it floats back up again, your cassette might have changed a bit or two but the game'll be exactly the same. C64's about selling you the same thing day in day out. Consumerism triumphs leaving the real lone asses to get lower, letting the fat cats get fatter.



On The Tape•

BLASTBALL

While scouting one day in your SSI spacecraft you come across an enemy mothership from the 4th Dimension. Without warning a tractor beam sucks you into its lower cargo decks. Your one chance of freedom is to blast through the cargo canisters on each of the 36 cargo bays.

You are armed only with your deflekta bolt which has the unfortunate habit of absorbing energy and getting faster as it hits things. You only have 3 of these so don't lose them.

To make your task even harder patrolling aliens try everything they can to get in your way. Occasionally the contents of the cargo canisters float down and may be of some use to you.

Game play

To play the game plug your joystick into Port 2 and press FIRE to get ready and again to enter the cargo bay. The ship can only be moved left and right across the bottom of the screen and fire shoots bolts.

To collect special features place your bag underneath the icons as they drop down.

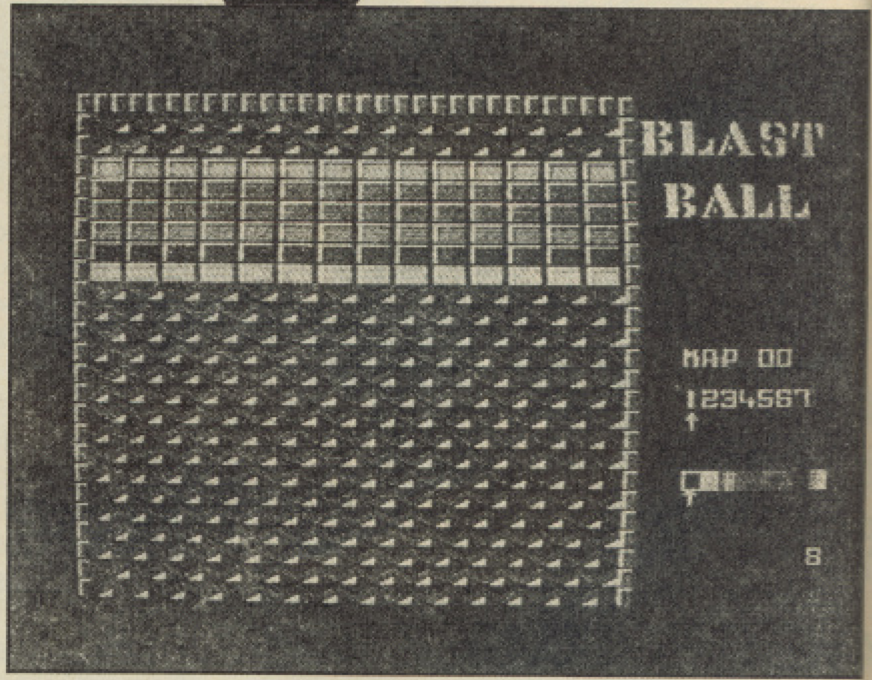
S - Slow down deflekta bolt
C - Catch and hold
L - Forward firing lasers
E - Expand ship
T - Triple deflekta bolt

To enter a high score push up and down on the joystick and press fire to select letter.

Map Editor

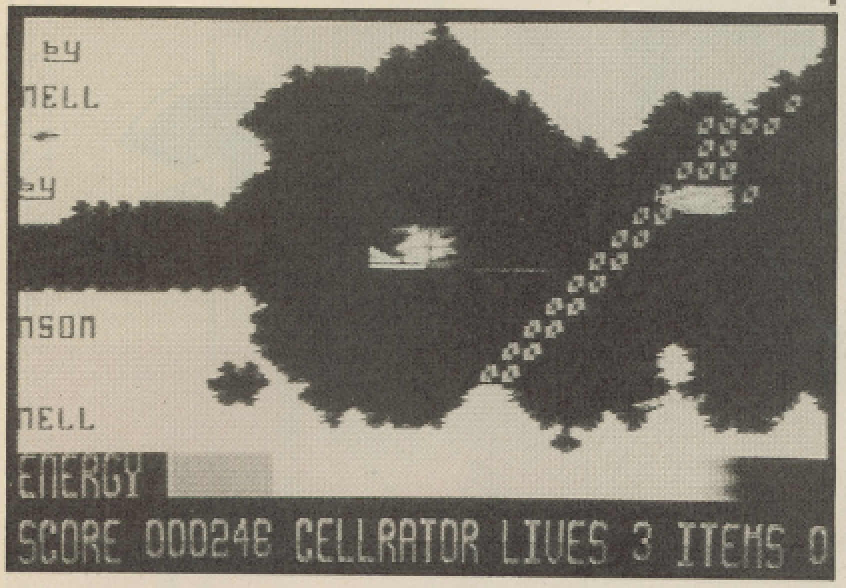
Pressing CTRL on the title screen or high score screen will take you to the map editor.

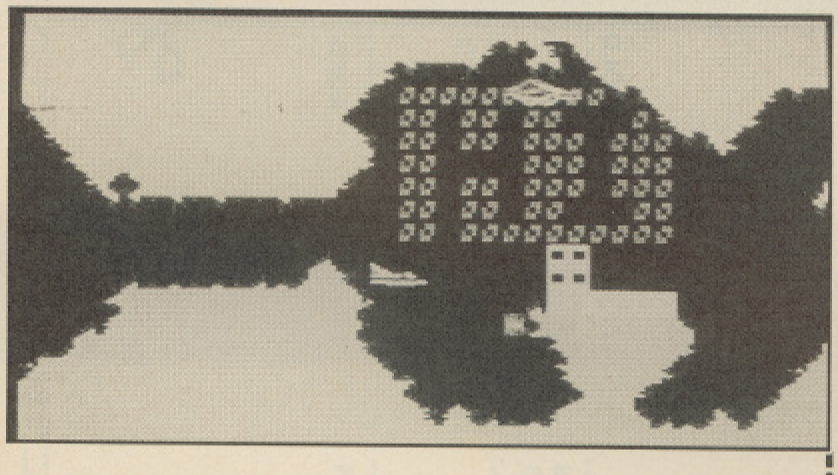
Here you can design the maps of bricks for each level, return to the title screen and play your own designs. The editor also has LOAD/SAVE options so that you can design as many maps as you like and save them off to do more later. This also allows you to swap your designs with your friends and create a new game every time! The only real limitation of the map editor is your own imagination and you can make the maps as hard or as easy as you wish. Below is a list of all the functions of the map editor. It is advisable to clear all map definitions before starting to design.



KEYS	FUNCTION
STOP	Back to title screen
+	Go to the next map
-	Go to the previous map
1 to 8	Set the brick colour (Black to Yellow) The arrow will point to the currently selected colour
SHIFT 1 to 7	Set the number of hits for a brick (how many times it must be hit to disappear). NOTE: A brick with 7 hits is indestructable and can only be destroyed by the lasers to be careful not to totally block the patch to some descructable bricks as this will result in a never-ending level
CRSR LEFT/RIGHT	Move the edit box left or right
CRSR UP/DOWN	Move the edit box up or down NOTE the edit box has a wraparound system
HOME	Send the edit box home, i.e. top left
SHIFT HOME	Clear the current map
*	Place a brick at the current edito box position with the displayed number of hits and the current colour
DEL or SPACE	Delete the brick at the edit box position
G	Get status of brick at edit box position i.e. number of hits required and colour
C	Copy map. CM 00 is displayed + next map number - previous map number STOP exit copy function press return when the map no to be copied is set and it will then be copied into the current map number.
CTRL S	Save a maps file to current device number. The filename will be displayed as MAPS?? STOP Exit save option + Next filename - Previous filename RETURN to save file
CTRL L	Load a maps file from current device number. The filename willbe displayed as maps??. STOP Exit load option + Next filename - previous filename RETURN load file NOTE the filename is always set to MAPS?? where ?? is a 2 digit number allowing up to 100 map files to be saved (00 to 99)
D	Toggle device number 1 = Tape 8 = Disk
CTRL D	Disk Directory
CTRL R	Disk report
CTRL C	Disk Commands : Enter disk command i.e. S:MAPS 00 RETURN to execute command.

CELLRATOR





The year is 2090, Uranium is running short, but is needed for fuel to power generators to produce oxygen.

The only place where this can be found is in the caves below the Earth, the labyrinth of caves are closely protected by alien life forms.

You are the chosen one, who has the task of collecting Uranium from each cave as you pass through. This can be done by firing phiseray at them and transporting them on to your ship 'Cellrator'.

As you collect the Uranium it will be registered on your items scale. Beware of the cave walls, the enemy have sensitised them, touching them will severely damage your power shields.

No map has ever been produced revealing the way through the caves. The aliens have invisible barriers which constantly change directions to confuse the intruder.

If you succeed in penetrating the caves you will find the enemy headquarters. This you must destroy.

Good luck with the mission (you will need it!) and take care of your ship Cellrator.

A scrap of paper has been found from a previous mission, on it is scribbled this note: The Uranium capsules need to be shot at different distances from your ship. This also applies to the Gas clouds...ends!!

3 INTO 1 PLUS

The vast majority of computer programmers probably have a diverse range of graphic aids. These may include screen editors, character editors or sprite editors. The only problem is that none of them can carry out all the functions that the programmer requires. Obviously, the only way around this is to use a number of programs to produce one finished product.

For example, if you were writing a game you would use a character editor to produce user defined characters. You would then use these to produce the actual background for the game. A sprite editor would be used to produce the sprites. Wouldn't it be easier if it could be done with one program which encompassed all the functions you will ever need? Hence the birth of the 3 IN 1 EDITOR.

3 IN 1 consists of a sprite editor that has provision for multicolour and hi-res sprites. Sprites can be animated, copied, positioned on top of each other etc. Within the program there is also a combined character and background editor. What makes this part of the program so special is that you are not limited to designing just single screens but it is possible to define screens that take up to 32K of the computer's memory.

The editing screens act as a small window that can be moved over a much larger area. Until now most scrolling screens were designed as individual pictures and 'stuck' one next to the other at a later date.

The 3 IN 1 EDITOR has already aroused much interest in programming circles and many programmers are using it to help them design games. The complete editor program is on the tape so that it is available to anyone who is interested in graphics.

Using the Program

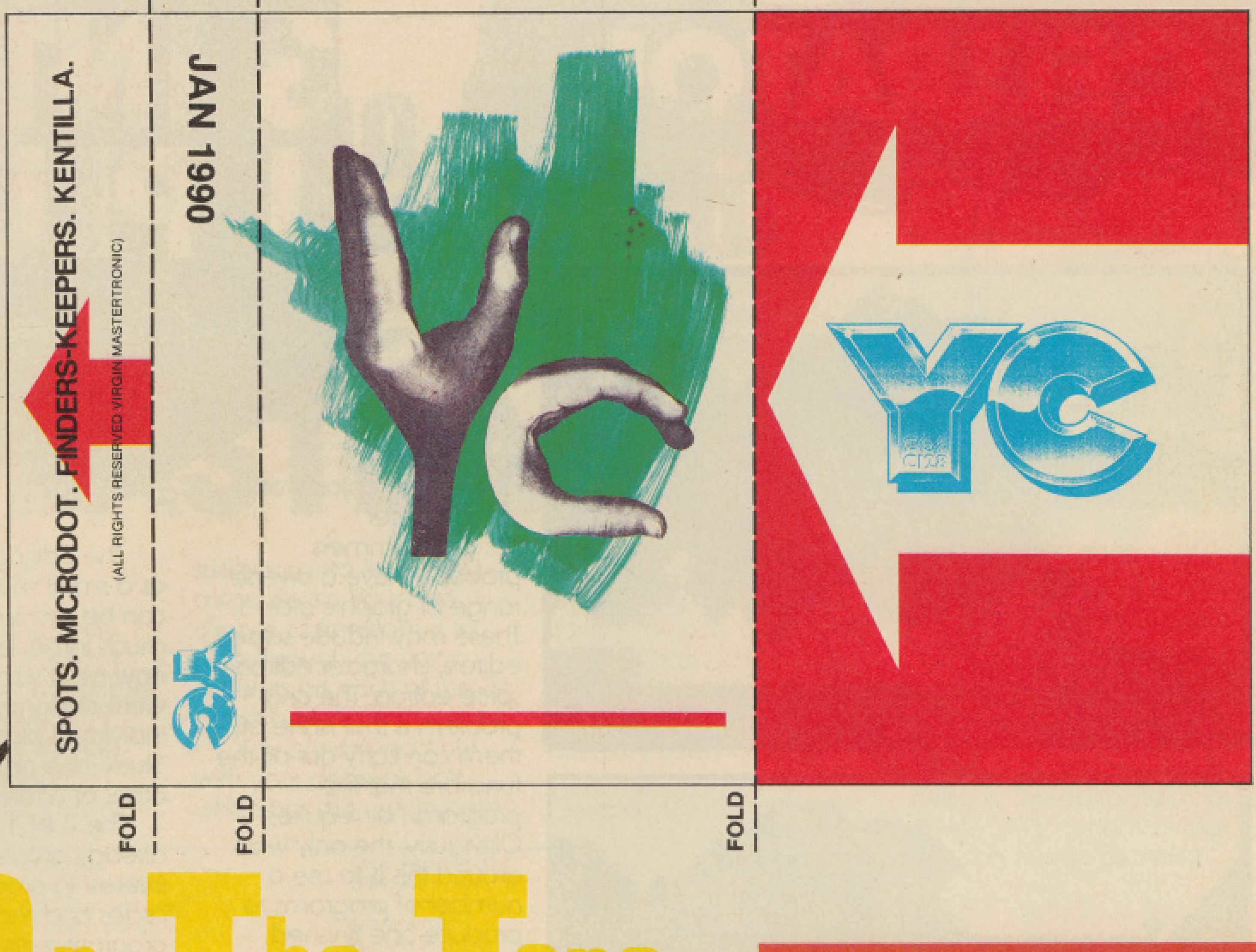
Once you have loaded the program and started it running, (with SYS 51500) you will be presented with the editor's main menu which offers the following options:

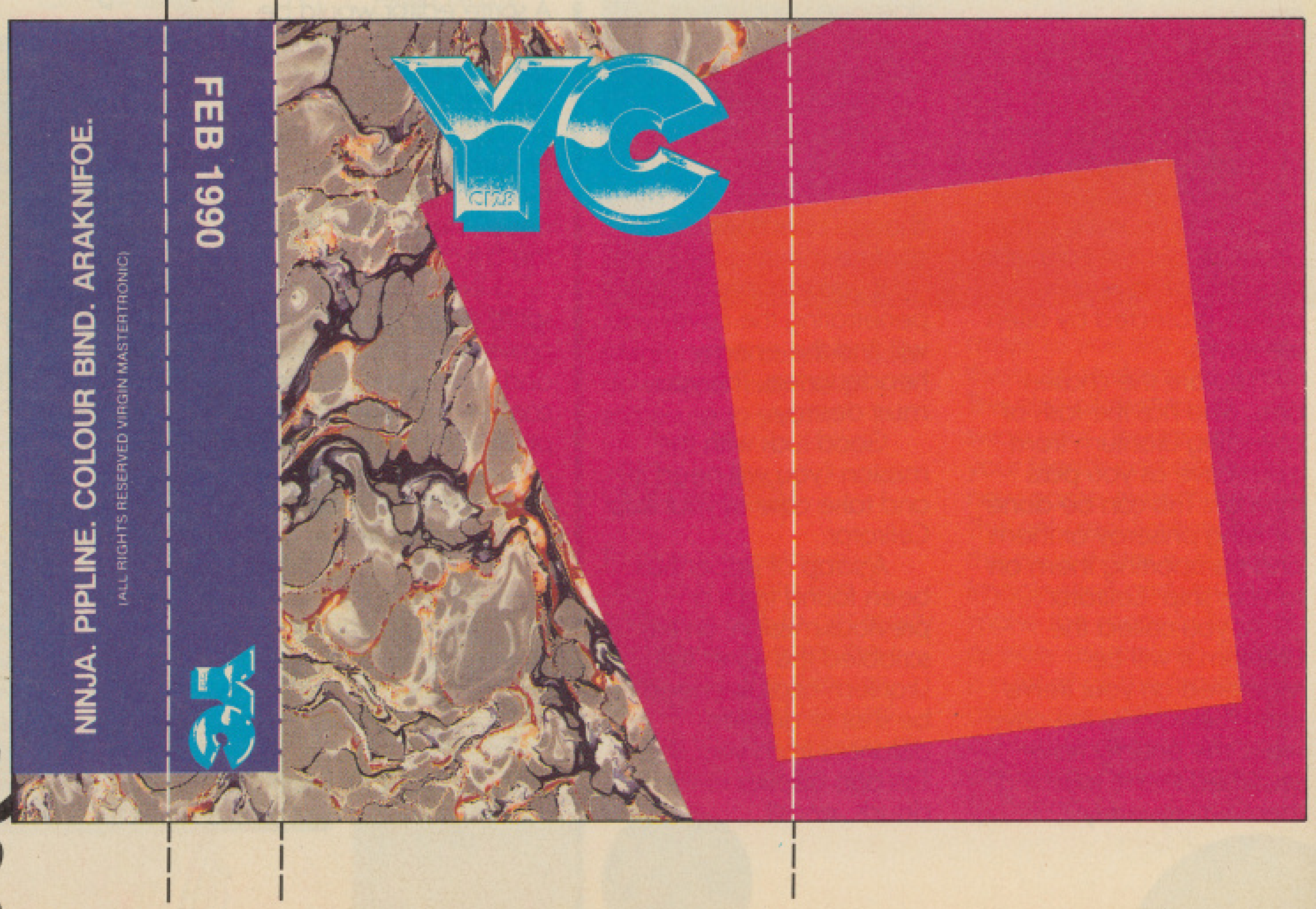
1) SPRITE EDITOR
2) CHAR/SCREEN EDITOR
3) DISK COMMANDS
4) DIR
5) DISK REPORT
6) SAVE EDITOR
7) LOAD

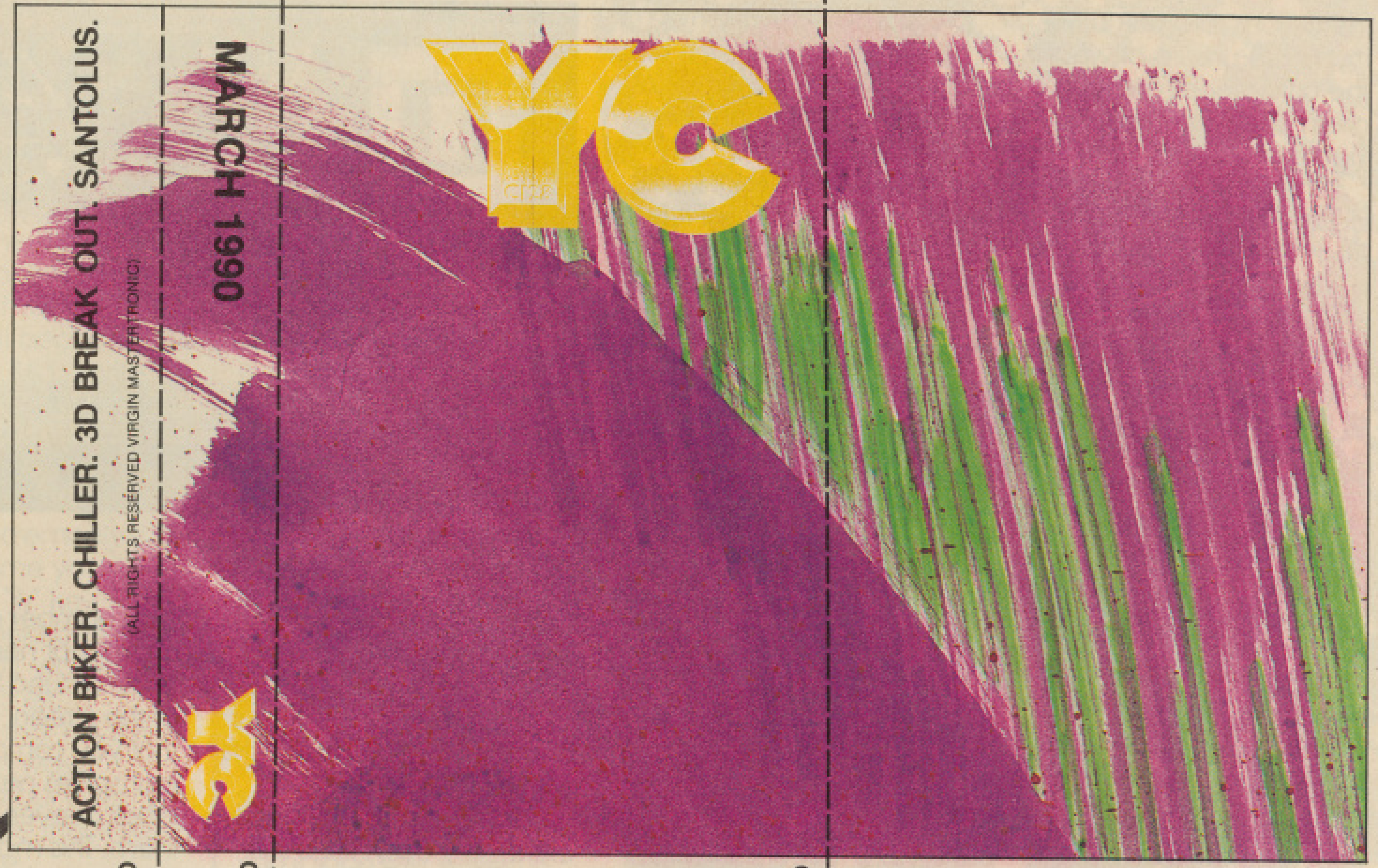
Pressing the corresponding key will call up the specified function. Options 1 and 2 call up the sprite editor and the character/background editor respectively. These will be explained in their own sections later on.

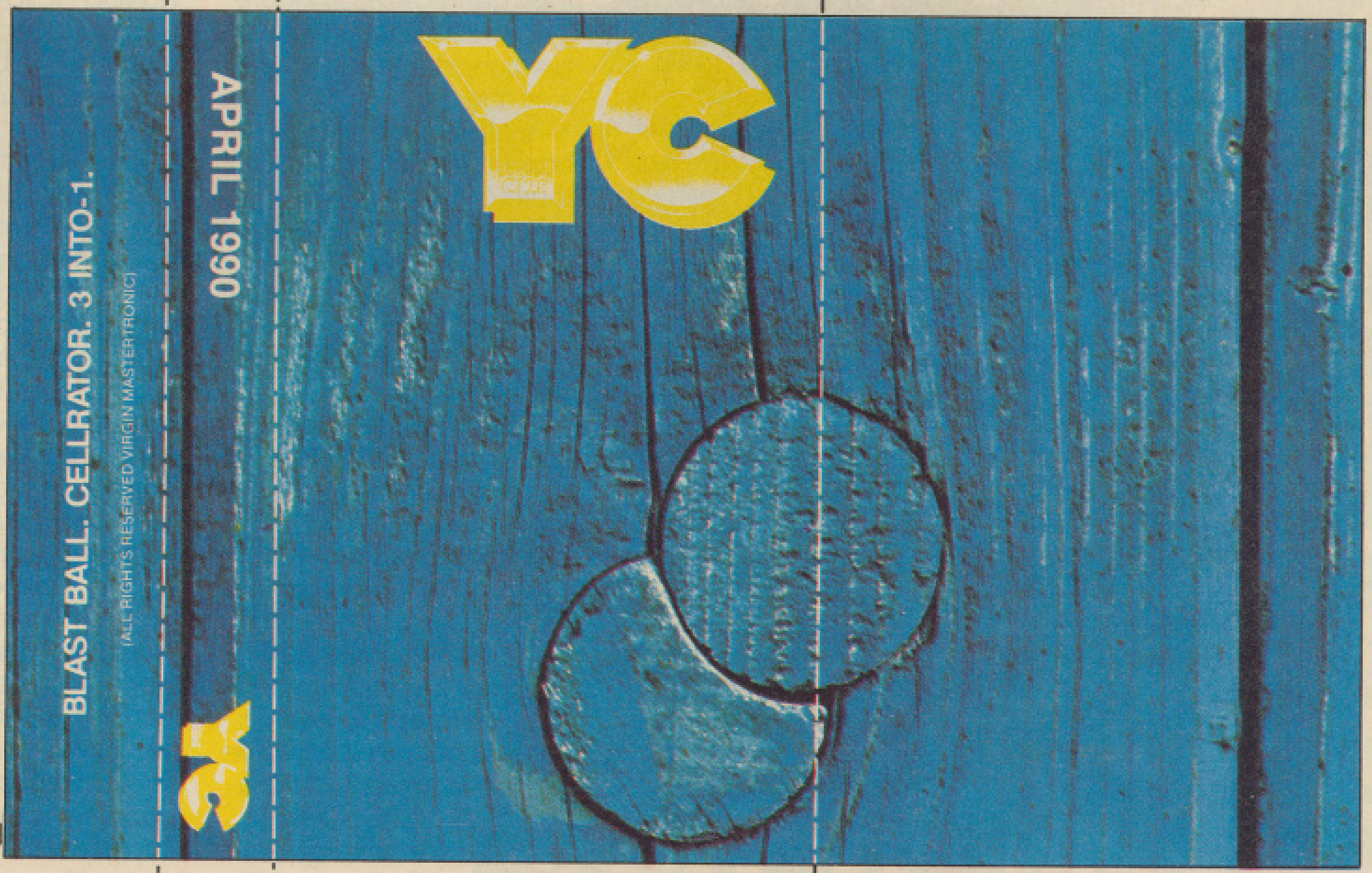
Option 3 allows you to send the standard disk

On The Tape


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instructions to a disk drive. If you are unsure of what the commands are, the main ones are listed in Figure 1.

The DIR function will display a directory listing from any disk in the drive. However, 3 IN 1 only uses program files (i.e. PRG), so only this type of file is listed to the screen. Also the size of the file is not given as it is not really that important.

Just in case you ever have any disk errors, I have included Option 5 which will read the error channel of the disk drive and report any errors.

Option 6 is extremely important. This function allows you to make more copies of the program. If you use this function then you will be prompted for the filename that you wish to call the program by. The default output device when you load this program is disk. If you are using tape then you will need to change the output device. This is done by pressing F1. You will be able to tell which is currently being used for output as both this option and Option 7 will have either a '1' or an '8' after them. A '1' specifies an output device of 1 i.e. cassette while an '8' means device 8 which is disk.

The final command available from the main menu is LOAD. This will LOAD the specified file into the same area of memory that it was saved from. This means that you can load any of the files created with the editor programs from the main menu.

Using the Editors

Before I take a close look at the individual editor programs it is worth pointing out a few conventions.

Firstly all numerical inputs and outputs are in HEX. This is because most programmers work in hexadecimal since it is alot easier when writing machine code than using decimal. Since this program was designed as a programme'rs tool it is obvious that it should use HEX. All inputs must be made up to two or four digits e.g. '00' or '0003'.

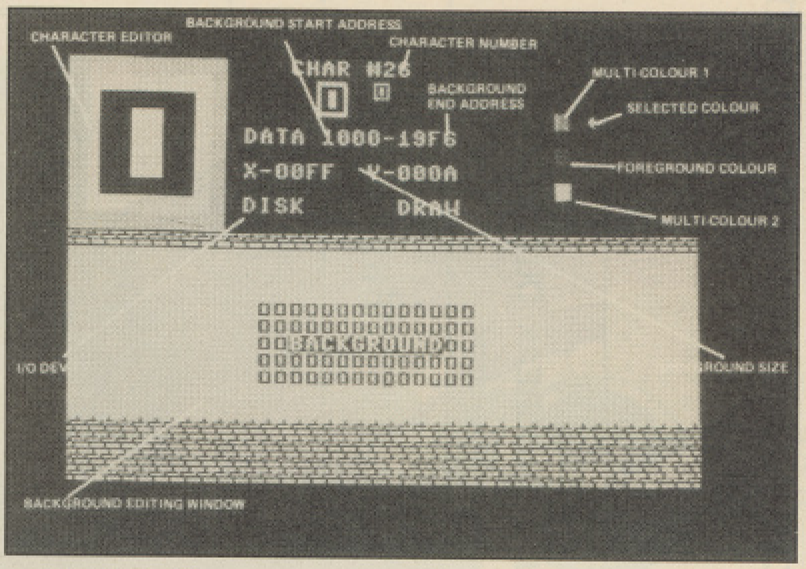
Many of the functions can be controlled by either the cursor keys or a joystick in port two. Since the joystick only has one fire button and it may need to either erase or set points, the 'F1' key is used to select its operation. Both editors indicate whether the joystick is in DRAW mode or erase (DEL) mode. Take a look at the labelled pictures of both editors to see where the flags are.

As with the main menu the device for output can be either an 8 or 1. This can be changed from the pull down menu (F7). Again look at the pictures in order to see where the flags can be found.

The Sprite Editor

The sprite editor allows you to edit sprites in either multi-colour or hi-res mode. Sprites $A0 to $FF can be edited with the editor. If you are unsure about the sprite numbers then I suggest that you read the section on sprites in the C64 manual. If you take a look at the picture you will see that there is quite a lot of information on the screen.

Firstly we have the actual sprite editing screen. This displays a blown up version of the sprite being edited. If you choose multicolour then the horizontal resolution will halve, exactly the same as with multicolour sprites. Unlike most sprite editors you actually design the sprite using the colour for each dot. This means that you don't have to think



▲ **Wacky backy!**

which combination of dots produce which colour. Simply press one to three to select the editing colour and, hey presto!, draw dots with it.

Colour changing is also extremely easy. Press shift one to five and the corresponding colour will go through all 16 possibilities. Changing colour mode is also extremely easy, choose the option required from the menu (F7). If you want to reverse the sprite simply press CONTROL AND R. Easy isn't it?

It's not really worth mentioning all of the available commands since they are all listed in Figure 2. However, a few functions do need further explanation.

At the bottom right hand corner of the screen there are four sprites referred to as sprites zero to three. Note these are NOT the same as sprite numbers but are just used as reference numbers for the four at the bottom of the screen. Usually these four positions hold the same sprites as that which is being edited. It is possible to expand these sprites using the pull down menu. To alter the way that the sprite looks simply select the desired option from the menu followed by the corresponding sprite position number (00-03).

Choosing POSITION from the menu followed by a number allows you to move that numbered sprite around the bottom of the screen. This means that you can position the four sprites next to each other or even overlap them. This may not seem all that useful at first but it is possible to make each of these four sprites different. This means that you could define a large character of up to four sprites joining the sprites together at the bottom of the screen so that you can see what they look like. It is even possible to animate this section of the screen with the number option and the Q and W keys. Choosing NUMBER followed by 00 will cause each of the four sprites at the bottom of the screen to become the same as the one being edited. If on the other hand after you enter a number greater than 00 you can set up animations.

Animation is quite difficult to explain and is best figured out with practice. However I will do my best to explain how to set up and use this special animation function.

When you enter a number greater than 00 for the number of animations after choosing NUMBER the sprites at the bottom of the screen will change. If, for example, we have enterd 01 and the current sprite was $A0, sprite 0 would be the same as the actual sprite

$A0. Sprite 01 will will be the same as $A1, Sprite 02 will be the same as $A2 etc. If we now press the keys W and Q we can increment and decrement the sprite numbers at the bottom of the screen givng the appearance of animation. If we press 'W', Sprite 00 will become actual sprite $A1, Sprite 01 will become actual sprite $A2 etc. If we had entered 04 after a CONTROL N instruction then the sprites would be incremented by four every time you pressed the 'W' key, i.e. sprite 00 would become $A4, Sprite 01 would become $A5 etc.

I did say that this form of animation was complicated but if you try it then I'm sure that it will fall into place.

Just in case you have problems with this type of animation there is a simpler form. This is the ANIMATE instruction. This instruction will change all the sprites on the screen, including the large editing screen, in increments of one for a preset length. When you choose ANIMATE you will be prompted at the top of the screen for the first sprite in the sequence and the last, then the sprites will be displayed in order. Pressing 'F' and 'S' will speed up and slow down the speed of this animation.

The sprite that is in the editing window can be moved within the editing grid with the keys specified elsewhere in this article.

If WRAP-ON is set what disappears off of one edge of the editing grid will appear at the opposite edge. If WRAP-ON is set then anything moved off the grid is lost.

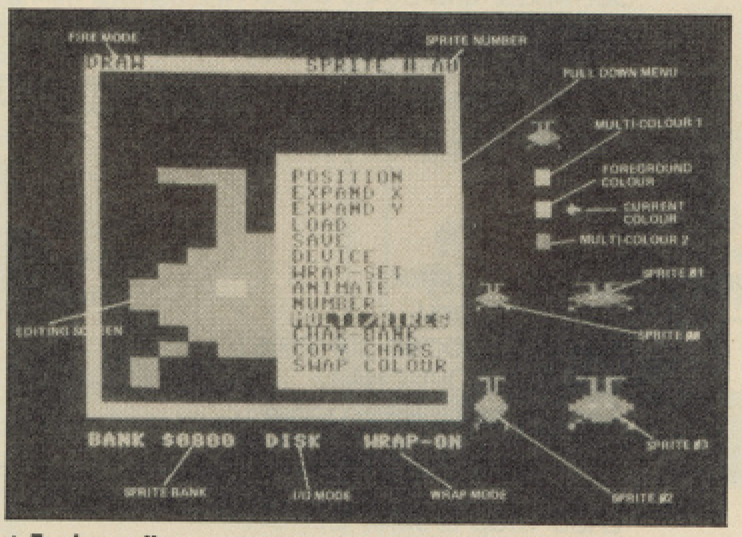
Characters and Sprites

The option that may seem a little strange is the ability to turn characters into sprites. The pull down menu option CHAR-BANK is used to specify which character bank you want to look at. Should you want the normal Commodore characters then enter D000 at the prompt.

COPY CHARS is used to position the desired characters in the sprite grid. When this option is selected a large square will appear in the sprite editing grid. This can be moved within the grid using the cursor keys. Once you have the block where you want your character to appear press RETURN. You will then be prompted for the character that you want to appear in the sprite. Try this using the character set at D000 and you'll soon see what this option does. Use RUN/STOP to exit the COPY CHARS option.

All change

It is possible to change one multi colour to another with the SWAP COLOUR option on the pull down menu. When selected this option presents you with the three multicolours at the top of the screen. Move the arrow to the colour you want to swap and press return (use cursor left/right to move arrow) now select the second colour in the same way. When RETURN is pressed the two colours on the screen will swap over. DO NOT use this option when dealing with hi-res, use the reverse option (CTRL R) instead.



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Character Screen Editor

Both of these editors are present on the same screen. The top half is the character editor while the bottom is used as a small window over a larger screen.

Quite a lot of information is present on this screen and it is worth studying the commented picture in order to find where everything is.

Again it is worth looking at some of the available commands in more detail, a summary of them all can be found in Figure 3.

As with the sprite editor, characters can be edited in either multi-colour or hi-res mode, colours being chosen and changed as in the sprite editor.

Once you have entered a character you can place it anywhere within a defined background in the background editor. The 'J' key is used to move control between either the character editor or the background editor. You can see which mode you are in by seeing which cursor is flashing.

The background size is defined with the WINDOW SIZE option and the window can be anything from two by two characters upwards, the maximum in either direction being $FFFF. Obviously your screen size is limited by the amount of memory available. If there is not enough room for your window then you will have to enter new values. I have made up to 32K of memory available for the window though I'm sure that you will find that you very rarely use this much. The two numbers in the middle of the screen, after the word DATA, show you where your window starts and finishes in memory.

One very important consideration for games programmers is where they are actually going to put their screen. The BASE ADDRESS option will prompt you for the base address of the background so that you can move it where you want. Do make sure that you don't overwrite any other programs in memory, such as the editor.

You may think that it is a little limiting to just see a small section of your total graphics screen at one time. I have therefore included the 'W' command which will switch to a full screen display in which you can move around the background, movement being controlled by the cursor keys only.

It is possible to set up a border character which is displayed around the smaller editing window. I usually leave this blank though you may try different effects by putting fancy borders around the screen. This does not apply to full screen mode.

Disk Commands

I0	Initiate disk
V0	Validate disk
N0 name id	Format disk
R0 new name o old name	Rename file
S0 name	Scratch file

CHARACTER/SCREEN EDITOR

Cursor/Joystick	Move cursor
*/Fire (draw)	Draw point
Space/Fire (del)	Delete point
F1	Joystick fire function
+	Next character
-	Previous character
C	Copy character
G	Go to chracter
1-3	Select current colour
Shift 1-3	Change colours
CLR	Clear character
L	Scroll character left
R	Scroll character right
U	Scroll character up
D	Scroll character down
Y	Flip on Y axis
X	Flip on Y axis
CTRL R	Reverse character
J	Jump to background window

Background Mode

Left Arrow	Set top left of block
Cursors	Move size of block
Return	Set block
G	Get character under cursor
*	Place selected character
F7	Bring up menu
SWAP COLOUR	Swap multi colours over
BASE ADDRESS	Set start of background
FETCH CHARACTERS	Set where characters are in memory. D000 is normal set.
COPY SPRITE	Cursors to move block. RETURN to select RUN/STOP to exit

SPRITE EDITOR

Most functions as for Character/Background Editor

F7	Bring up menu
CHAR-BANK	Where characters are stored (used by COPY-CHAR)
COPY-CHAR	Copy characters into sprite. Use cursors to move, RETURN to place and RUN/STOP to exit.
WRAP-SET	LRUD wrap around ON/OFF
ANIMATE	Use F to speed up, S to slow down

Painting a large area

When producing backgrounds it is quite usual for large areas of the background to be repeated elsewhere in the backdrop. A GRAB option is available that will allow you to grab a rectangular area of the backdrop and copy it to another position of the screen.

To use this mode you should be in the background editing section of the character editor. Move the cursor to where the top left of the block to be copied is and press the left arrow key (top right of the keyboard). Use the cursor keys to move the bottom right of the area to be copied, and the rectangular area marked will be highlighted. Once the highlight covers the total area that you want to copy press the RETURN key. Now when you move around the background you will drag with you a copy of the block marked. You can place this anywhere on the backdrop by pressing '*'. RUN/STOP is used to exit this mode.

Saving and Loading

As I said earlier, it is possible to load any type of file into memory from the main menu. It is also possible to load any type of file from within any of the other editors as well. However the I/O device is separate in each editor so you must change it in each section of the program.

Even though you can LOAD in any type of data from within any section of the program, you can only save each type of data from the correct editor. You must therefore be in the character editor in order to SAVE your user defined graphics. You must be in the background editor in order to save backgrounds.

Note

When you design a background, make sure that you keep a note of the screen size that is defined, since a screen that is supposed to be 20 characters wide will look rather silly if the screen is set to 21 characters.

That just about sums it up for the sprite editor. I'm sure that you will find it very easy to use with a little practice and that you will find most of the instructions that you are every likely to need.

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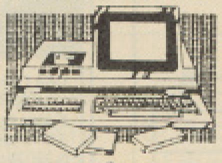
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THE FUNKY FISH



Greetings haddock brains. I trust your dorsals are fully functional. Purple Fish Lord of Czar here. Actually my great eminence is not with you in that sense, but the armies of the Fish Lord will be with you soon. Thanks to last month's outrage by your Earthlings, expect to see the assembled might of Czar appearing in your skies shortly. I compute that in exactly one year from now the bowls of heaven will descend upon the so-called Hemel of Hempstead, and totally exterminate the Henderson of YC infamy. Until that glorious day, here is the latest news from bowls around the country.

The Bitmap Brothers have started



work upon Speedball 2, although whether they will actually do any of the work this time (they didn't do any programming on Xenon II) remains to be seen. The sequel to the game of steel fists and high speed thuggery is due for release in September. Before then their current project, Cadaver will be out in August.

Cadaver is a pretty dim name for a game, which is surprising since Mirrorsoft rejected the first suggestion by the Bitmapping Boys. They wanted to call it Stiffy. The marketing plugs for this could have been legion. 'Got a Stiffy, waggle your joystick.'

Ocean Software is officially denying that it has its eye on the latest game from Taito. Line of Fire. This follows on from Operation Wolf and Thunderbolt and features yet more 3-D machine gunning, but thankfully with some variety. When pressed (up against a wall), PR girlie Pam Griffiths giggled, "Oooh, I suppose if it comes up then we'll have to have it won't we."

Purveyor of graphically splendid software, **Psygnosis** is worried at the moment thanks to the collapse of CSS. CSS was an American distributor that handled only games, and was Psygnosis' main US distributor. The company has crashed and the receiver been called in.

You would have thought that there were enough computer magazines to fill a truck with at the moment, though the number may decrease shortly having counted the number of pages in certain 8-bit magazines recently. However, tadpoles on the scene have confirmed that there is to be yet another magazine joining the fray, this one under the cumbersome title of **'The Complete Beginner's Guide to Games on Home Computers'.** There will be more words in the title than adverts in the glossy magazine, which is expected to retail for around £2.95. Expect the name to be cut down to size when someone realises how silly it is.

A final maggot for you Earthies, the main programming **DDT** has resurfaced after months of silence. Apparently his computer broke down. For months?

Gloop! Until the great bowl in the sky has revolved another 30 times, fare thee well fish lovers.

...it's dynamite!

POWER CARTRIDGE

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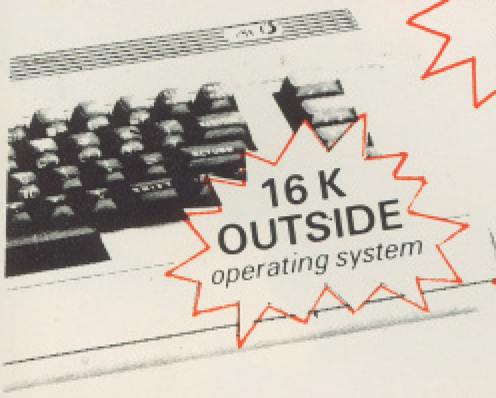
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POWER TOOLKIT

A powerful BASIC-Toolkit (Additional helpful commands) that considerably simplifies programming and debugging.

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COLOR	HEX$	SAFE
DEEK	INFO	TRACE
DELETE	KEY	UNNEW
DOKE	PAUSE	QUIT
DUMP	PLIST	MONITOR
FIND	ILOAD	BLOAD

RENUMBER : *Also modifies all the GOTO's GOSUB's etc. Allows part of a program to be renumbered or displaced.*
PSET : *Set up of printer type.*
HARDCAT : *Prints out Directory.*

The toolkit commands can be used in your programs.

DISK TOOL

Using POWER CARTRIDGE you can load up to 6 times faster from disk.
The Disk commands can be used in your own programs.

BLOAD	DVERIFY	DIR
DSAVE	MERGE	DEVICE
DISK		

MERGE : *Two BASIC programs can be merged into one.*
DISK : *With DISK you can send commands directly to your disk.*

TAPE TOOL

Using POWER CARTRIDGE you can work up to 10 times faster with your data recorder. The Tape commands can be used in your own programs.

LOAD	SAVE	VERIFY
MERGE	AUDIO	

POWERMON

A powerful machine language monitor that is readily available and leaves all of your Commodore memory available for programming.
Also works in BASIC-ROM, KERNAL and I/O areas.

A ASSEMBLE	I INTERPRET	S SAVE
C COMPARE	J JUMP	T TRANSFER
D DIS-ASSEMBLE	L LOAD	V VERIFY
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F FILL	P PRINT	X EXIT
G GO	R REGISTER	$ DIRECTORY
H HUNT		DOS Commands

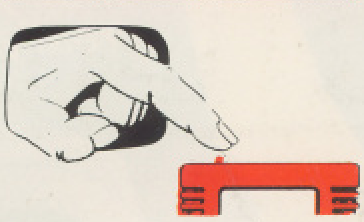
PRINTERTOOL

The POWER CARTRIDGE contains a very effective Printer-Interface, that self detects if a printer is connected to the Serial Bus or User-Port.
It will print all Commodore characters on Epson and compatible printers.
The printer-interface has a variety of set-up possibilities. It can produce HARDCOPY of screens not only on Serial printers (MPS801, 802, 803 etc) but also on Centronic printers (EPSON, STAR, CITIZEN, PANASONIC, etc).
The HARDCOPY function automatically distingishes between HIRES and LORES. Multi-colour graphics are converted into shades of grey. The PSET functions allow you to decide on Large/Small and Normal/Inverse printing.
The printer PSET functions are:

PSET 0 - *Self detection Serial/Centronics.*
PSET 1 - *EPSON mode only.*
PSET 2 - *SMITH-CORONA mode only.*
PSET 3 - *Turns the printing 90 degrees!!*
PSET 4 - *HARDCOPY setting for MPS802/1526.*

PSET B - *Bit-image mode.*
PSET C - *Setting Lower/Upper case and sending Control Codes.*
PSET T - *All characters are printed in an unmodified state.*
PSET U - *Runs a Serial printer and leaves the User-port available.*
PSET Sx - *Sets the Secondary address for HARDCOPY with Serial Bus.*
PSET L1 - *Adds a line-feed, CHR$ (10), after every line.*
PSET L0 - *Switches PSET L1 off.*

POWER RESET



On the back of the POWER CARTRIDGE there is a Reset Button. Pressing this button makes a SPECIAL MENU appear on the screen.
This function will work with any programme.

CONTINUE - *Allows you to return to your program.*
BASIC - *Return to BASIC.*
RESET - *Normal RESET.*
TOTAL BACKUP DISK - *Saves the contents of the memory onto a Disk. The program can be reloaded later with BLOAD followed by CONTINUE.*
RESET ALL - *RESET of any program.*
TOTAL BACKUP TAPE - *As BACKUP DISK but to TAPE.*
HARDCOPY - *At any moment, prints out a Hardcopy of the screen. Using CONTINUE afterwards you can return to the program.*
MONITOR - *Takes you into the Machine language Monitor.*

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